Academic Computing Services Workshop
Editing Video on a PC Using Vegas (Video) Software

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ACS Development Lab Handouts
http://www.csulb.edu/acs/devlab/handouts.html

SONY Media Software (manufactures **Vegas 4** and **DVD Architect**)
http://mediasoftware.sonypictures.com/

Ventura Educational Systems (educational vendor)
http://www.venturaes.com [sales: (800) 336-1022] ask for Fred Ventura

JourneyEd (Educational Vendor)
http://www.journeyed.com/

Academic Superstore (Educational Vendor)
http://www.academicsuperstore.com/

Free download of the **RealOne** player
http://www.real.com/freeplayer/?rppr=rnresources

DMN Forums (**Vegas** resources and users' group)
http://www.dmnforums.com/

Creative Cow (**Vegas** resources and users' group)
http://www.creativecow.com/

Vegas 4 user's manual as .pdf file
http://mediasoftware.sonypictures.com/download/step2.asp?DID=441

DVD Architect user's manual as .pdf file
http://mediasoftware.sonypictures.com/download/step2.asp?DID=443

Vegas 4 Editing Workshop book by Douglas Spotted Eagle
http://www.cmpbooks.com/product/1287

Videomaker Magazine review of Vegas 4 + DVD Architect
http://www.videomaker.com/scripts/article.cfm?id=9640

VideoSystems Magazine review of Vegas 4
http://videosystems.com/ar/video_vegas_reborn/index.htm

Revised 11/06/03 11:33

Common Editing Shortcuts in Vegas:

Keystroke	Action
Home	Moves cursor to start of visible movie
Ctrl/Home	Moves cursor to 00:00:00:00 in timeline
End	Moves cursor to end of visible movie
Ctrl/End	Moves cursor to absolute end of movie
➔	Plays movie forward in small increments
←	Plays movie backward in small increments
Alt/➔	Plays movie forward one frame at a time
Alt/←	Plays movie backward one frame at a time
S	Splits the clip at the cursor
Space Bar	Starts/Stops movie play
Enter	Stops play and advances the cursor
Ctrl/Alt/←	Moves cursor left to clip edge
Ctrl/Alt/➔	Moves cursor right to clip edge

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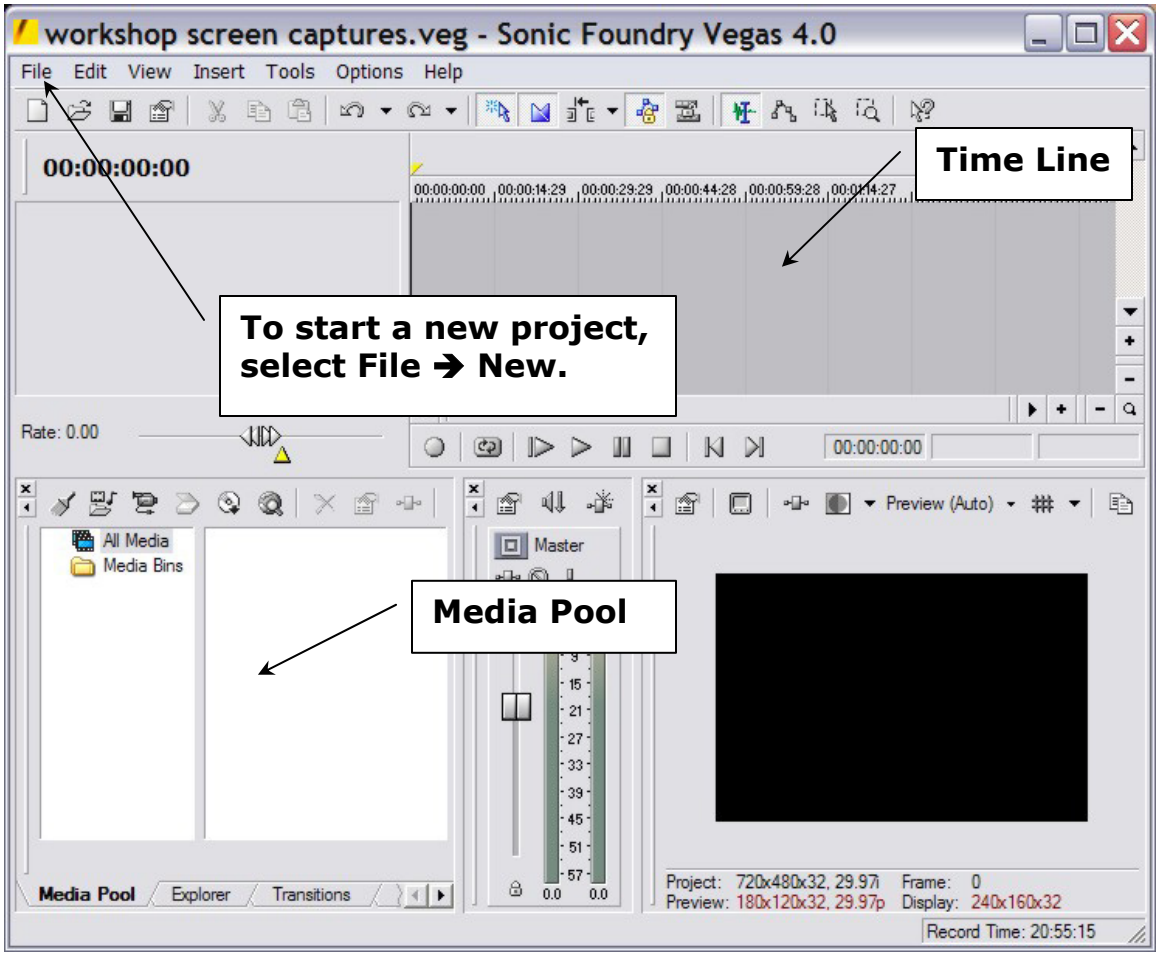
Start by launching the **Vegas** software. The basic editing screen will look something like this:



- Figure 1

Click on **File ➔ New** to open the New Project Window. [fig. 1]
Template: NTSC DV
Full-resolution rendering quality: Best
Click **OK**

To make your media files accessible you have to import them into the media pool.

Click on **File ➔ Import Media . . .** [fig. 2]

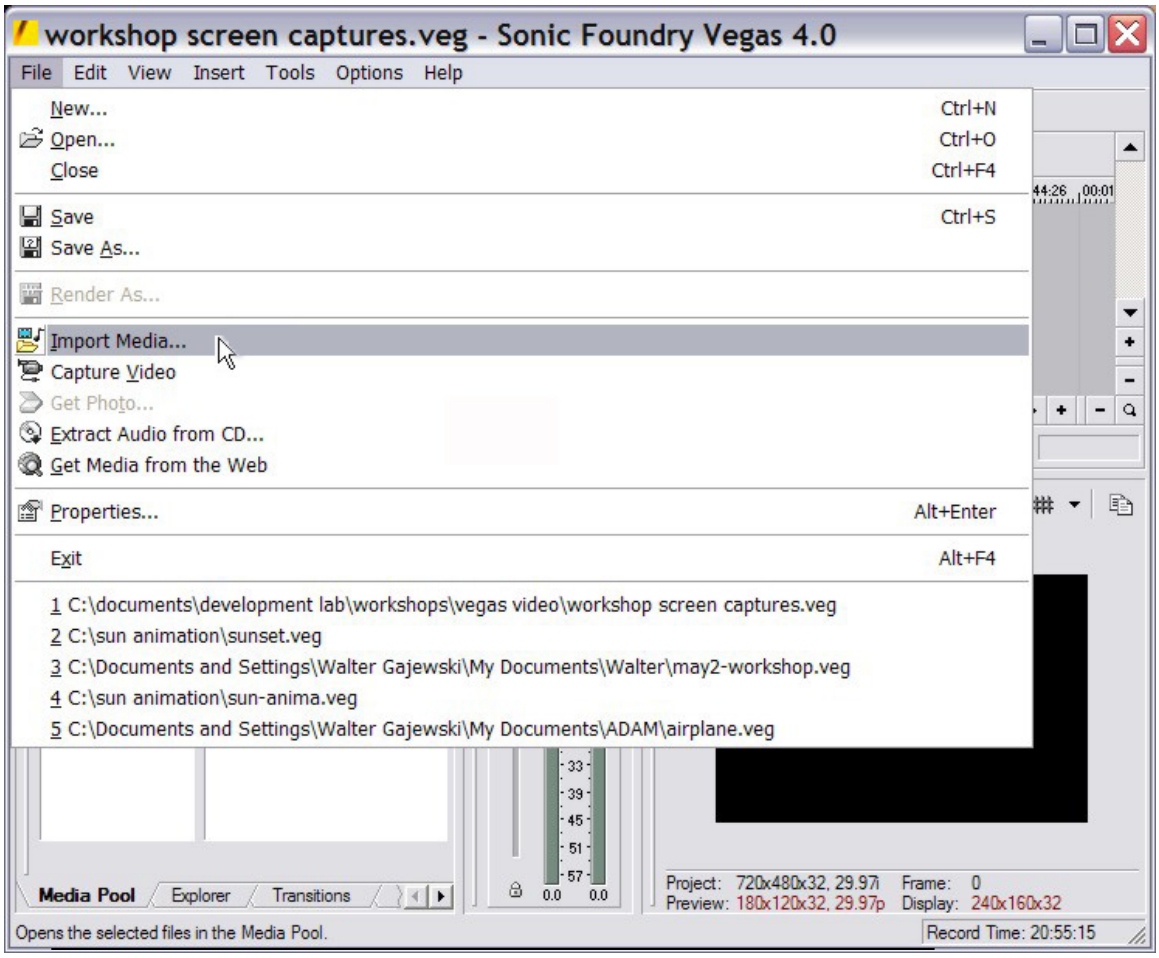


Figure 2

Navigate over to the folder that contains the files we need. [fig. 3]

Click on Buffalo-stuff.mov

Select additional files by holding down the **Control** key and selecting

- Lab-shots 001.mov
- Lab-shots 002.mov
- Scanner-clip-001.mov
- Sunset01.jpg
- Tour001.wav
- Tour002.wav
- Walter-talkinghead01.mov

Click on **Open**. [fig. 3]

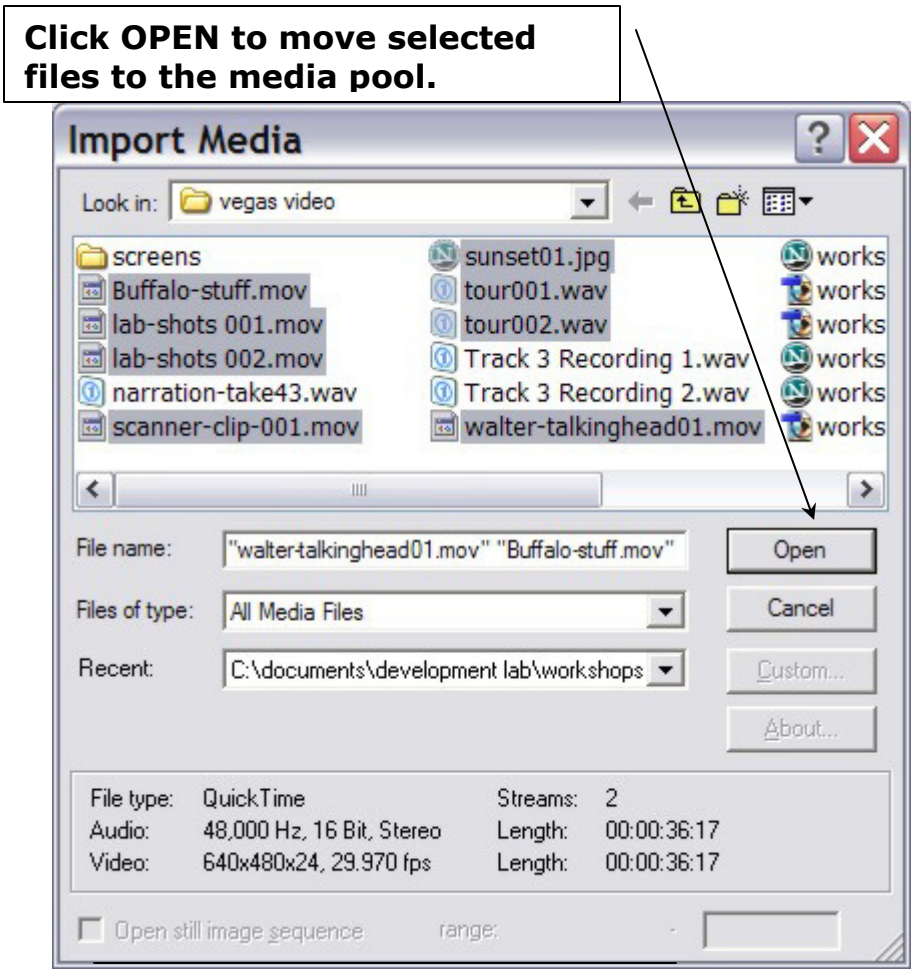


Figure 3

The media files now appear in the media pool. [fig. 4]

Move **walter-talkinghead01.mov** into the time line:

You can drag it from the media pool to the time line [fig. 4] or alternately, double-click on the file to place it at the current cursor position in the time line.

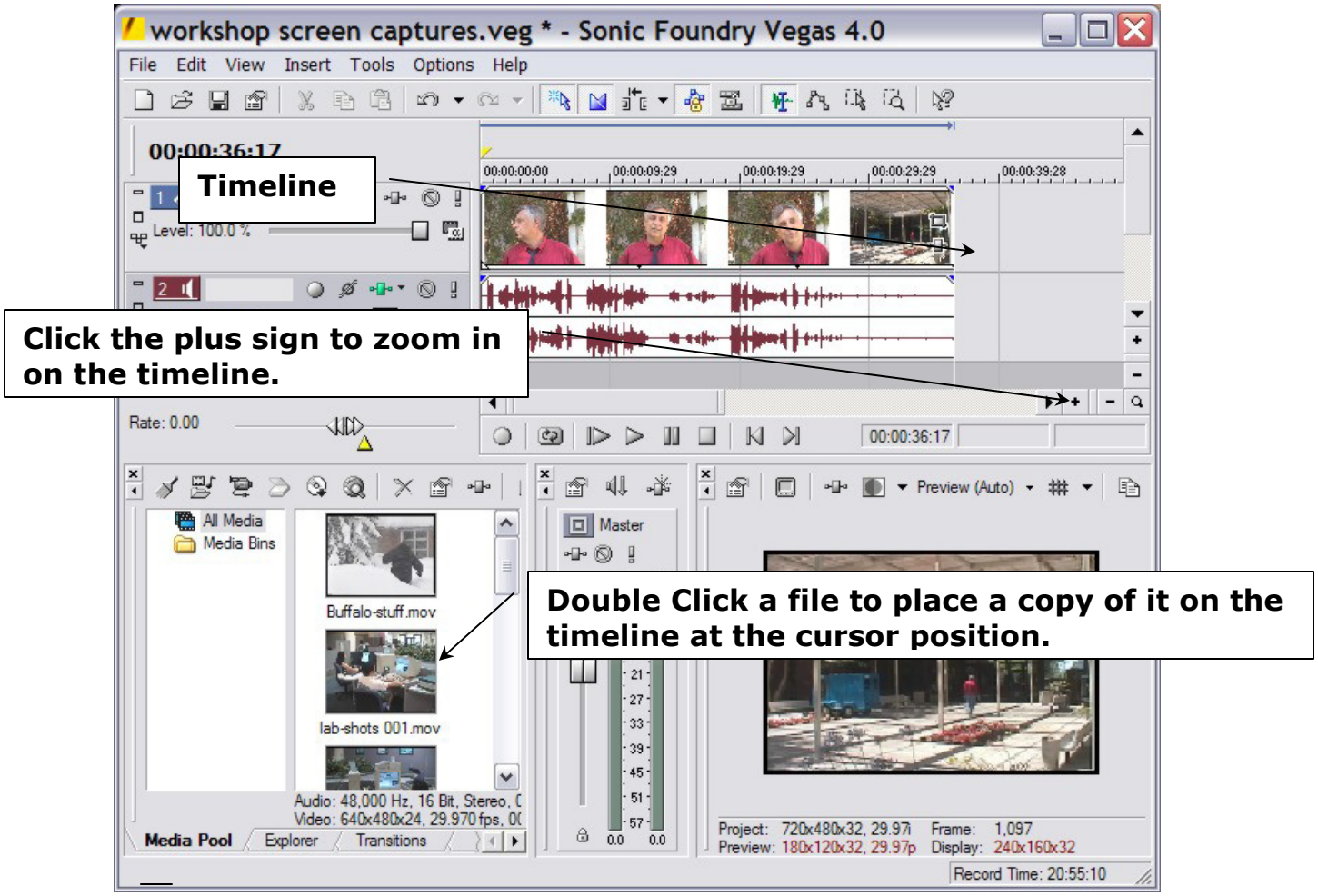

workshop screen captures.veg * - Sonic Foundry Vegas 4.0
File Edit View Insert Tools Options Help
Timeline
Click the plus sign to zoom in on the timeline.
Double Click a file to place a copy of it on the timeline at the cursor position.
All Media
Media Bins
Buffalo-stuff.mov
lab-shots 001.mov
Master
Preview (Auto)
Media Pool
Explorer
Transitions
Record Time: 20:55:10

Figure 4

Start (or stop) playing the clip in the timeline by hitting the **Space Bar**. Just before the good material is about to appear, hit the **Enter** key. This will stop play and advance the cursor.

Trim off the head of the clip:

1. Grab the left edge of the video file in the timeline and drag it to the right to reach the cursor parked at the start of the good material. See figure 5.

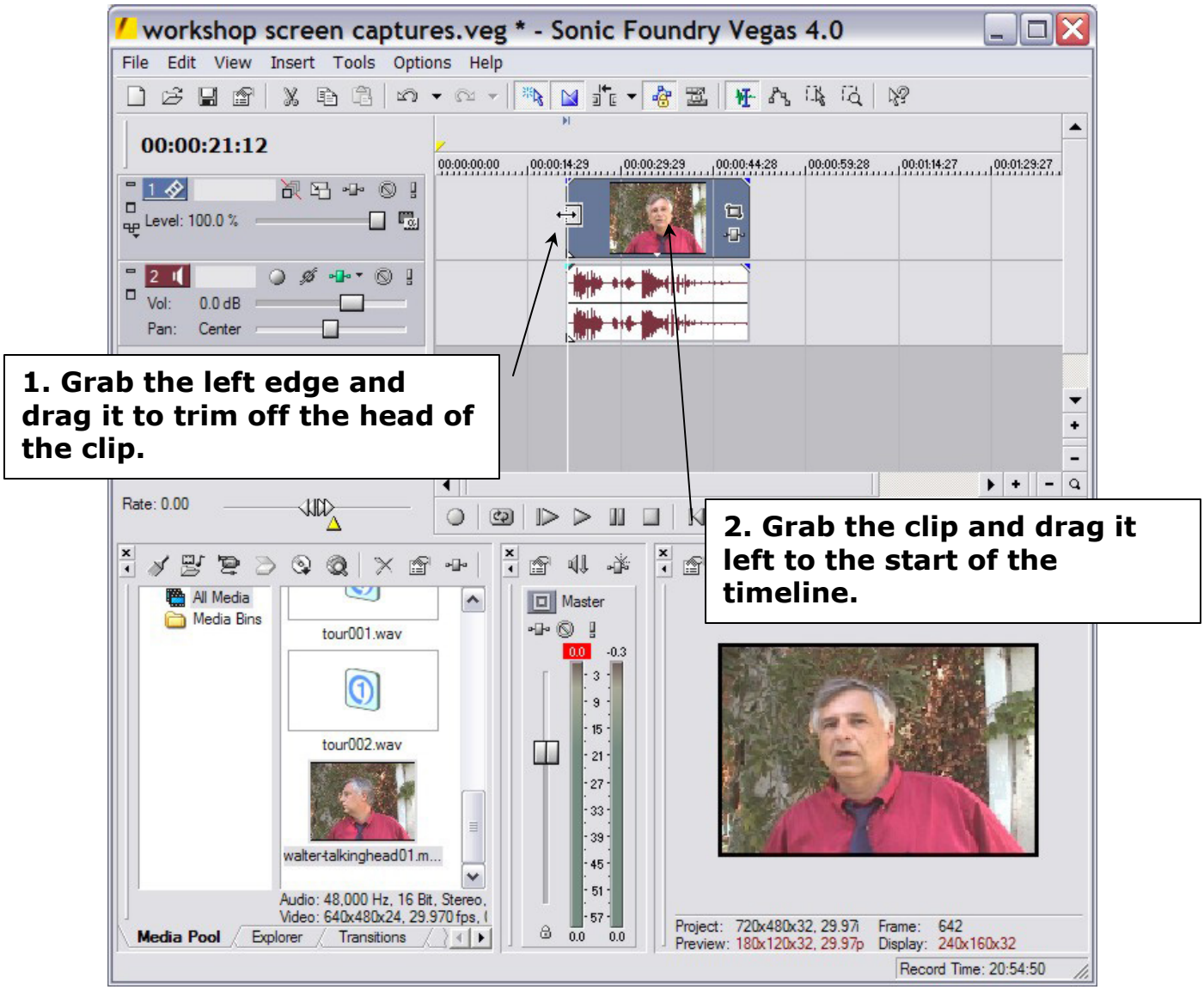


Figure 5

Move the newly trimmed clip to the start (00:00:00:00) of the time line:

2. Grab the clip and drag it all the way to the left.

Play the movie repeatedly to detect any unwanted material:

- Hit the **Space Bar** repeatedly. This will play the clip over and over from the same point each time.
- Hit the **Space Bar**. This will start play. Hit the **Enter** key. This will simultaneously stop play and advance the cursor.

While the clip is playing, hit the **Enter** key just before the unwanted material is about to appear.

Split the clip at the cursor by hitting the **S** key.

Move forward to the end of the bad material:

Hit the **Space Bar** to start play and then hit the **Enter** key to stop play at the end of the bad material. Hit the **S** key again.

1. Delete the unwanted video and audio clips: [fig. 6]

   Select the video by clicking on the undesired clip. Add the audio clip to your selection by holding down the **Control** key and clicking on the unwanted audio clip.
   Hit the **Delete** key to delete the selected video and audio clips.

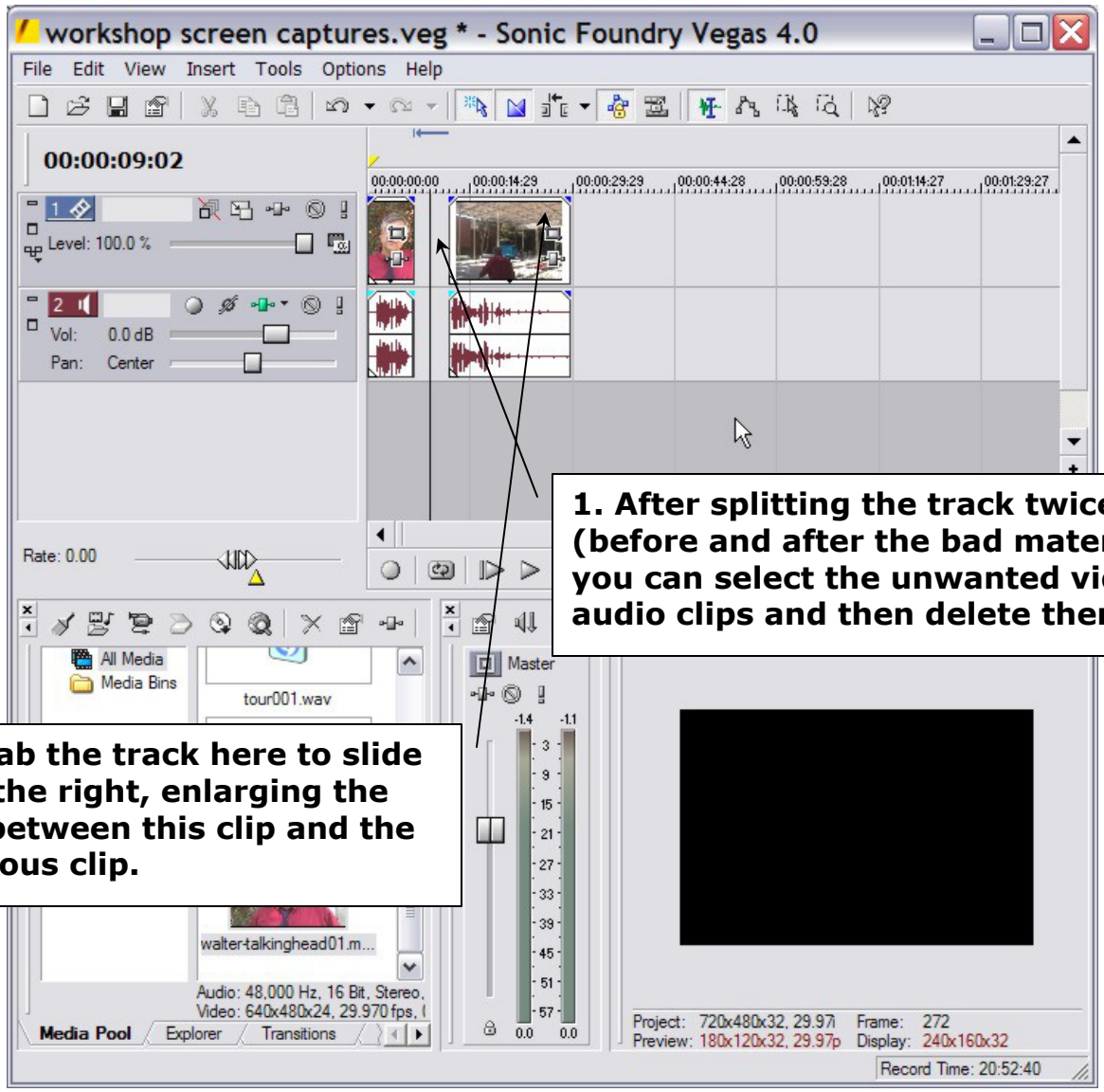

workshop screen captures.veg * - Sonic Foundry Vegas 4.0
File Edit View Insert Tools Options Help
00:00:09:02
Level: 100.0 %
Vol: 0.0 dB
Pan: Center
Rate: 0.00
All Media
Media Bins
tour001.wav
walter-talkinghead01.m...
Audio: 48,000 Hz, 16 Bit, Stereo,
Video: 640x480x24, 29.970 fps,
Media Pool
Explorer
Transitions
Master
Project: 720x480x32, 29.97i
Preview: 180x120x32, 29.97p
Frame: 272
Display: 240x160x32
Record Time: 20:52:40
1. After splitting the track twice (before and after the bad material) you can select the unwanted video and audio clips and then delete them.
2. Grab the track here to slide it to the right, enlarging the gap between this clip and the previous clip.

Figure 6

2. Create a large gap to make room for the next clip:
On the timeline, grab the unused clip with your mouse and drag it to the right. See Figure 6.

Move the cursor to the trailing edge of the first clip:

1. Click on some unoccupied area of track #1.
2. While holding down the **Control** and **Alt** keys, hit the ← key.

Insert the next clip into the timeline:

In the media pool, double click on the **Buffalo-stuff.mov** clip.

Delete the audio portion of the **Buffalo-stuff.mov** clip:

Click on the audio portion of the Buffalo-stuff clip and then hit the **Delete** key.

Create a transition from the 1st clip into the 2nd clip:

Grab the 2nd clip (**Buffalo-stuff.mov**) and drag it slightly to the left to create a small overlap. [fig. 7]

Add the tour narration:

1. Click in unoccupied area of track #2.
2. While holding down the **Control** and **Alt** keys, hit the ← key until you are at the trailing edge of the opening audio clip.
3. In the media pool, double click on **tour001.wav**.
4. In the media pool, double click on **tour002.wav**.

Trim away the unwanted portion at the head of the tour001.wav clip in the timeline:

1. Place the cursor after the unwanted audio – either by using the **Space Bar** and **Enter** keys as described above OR click with the mouse at the appropriate spot on track #2.
2. Drag the leading edge of the tour001.wav clip to the right until it meets the cursor. If you accidentally grabbed the trailing edge of the opening audio clip, you can undo your mistake with:
   Edit → Undo Size Event

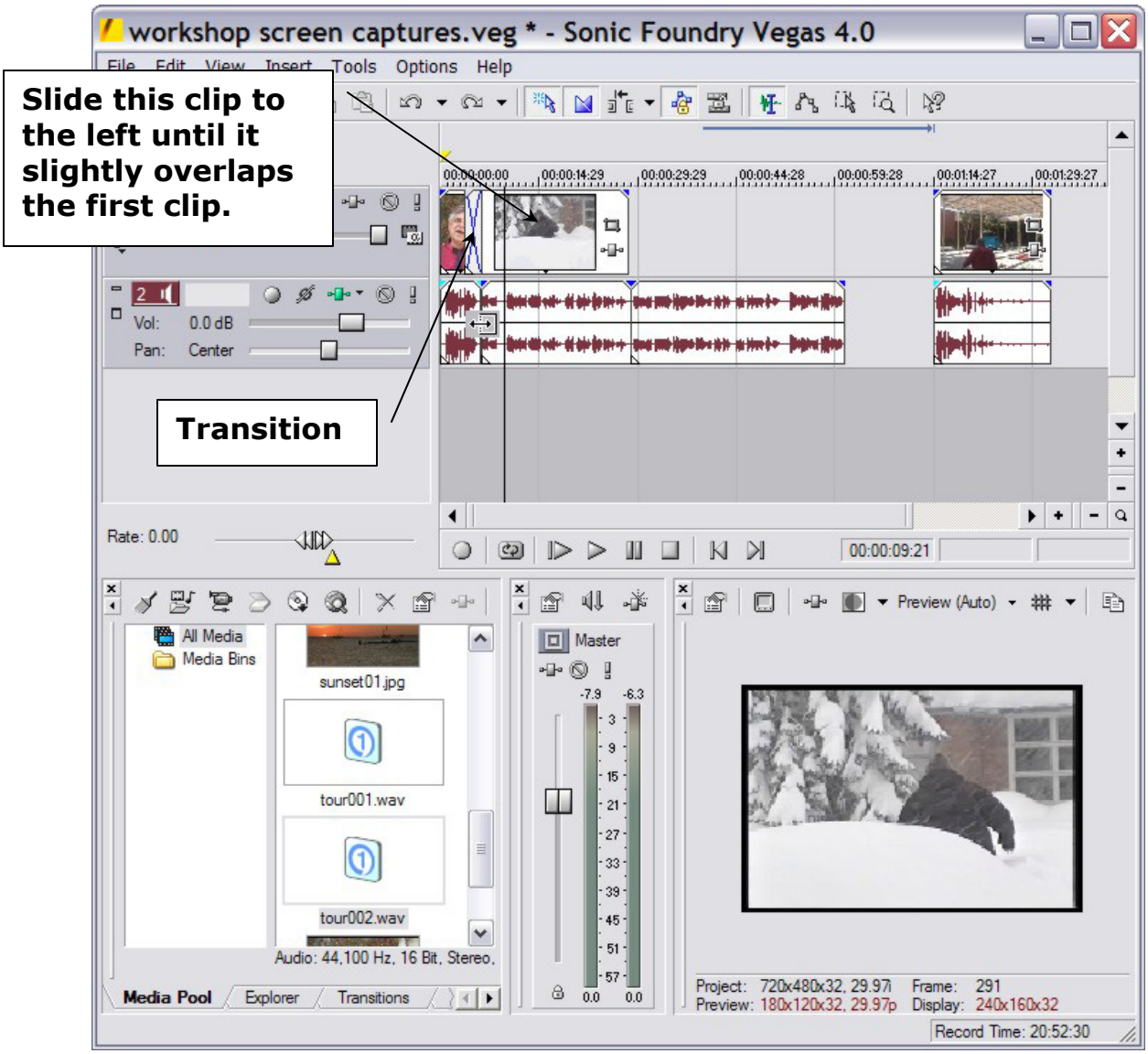


Figure 7

Close gaps in the audio track by dragging audio clips to the left using your mouse.

Make the **Buffalo-stuff.mov** video clip a tiny bit longer than the **Tour001.wav** narration audio:

Right-click on the clip in the timeline.

Click on **Properties**

Make sure **Loop** is NOT checked.

Click **OK**

Grab the right edge of the **Buffalo-stuff.mov** video clip and drag it to the right until it is located just beyond of the end of the **Tour001.wav** audio clip. [fig. 8]

Click in the unoccupied area of tack #1 (just after the **Buffalo-stuff.mov** video clip).

Insert the **Lab-shots 001.mov** file by double clicking on it. Click on the audio portion of the newly inserted file and hit the **Delete** key.

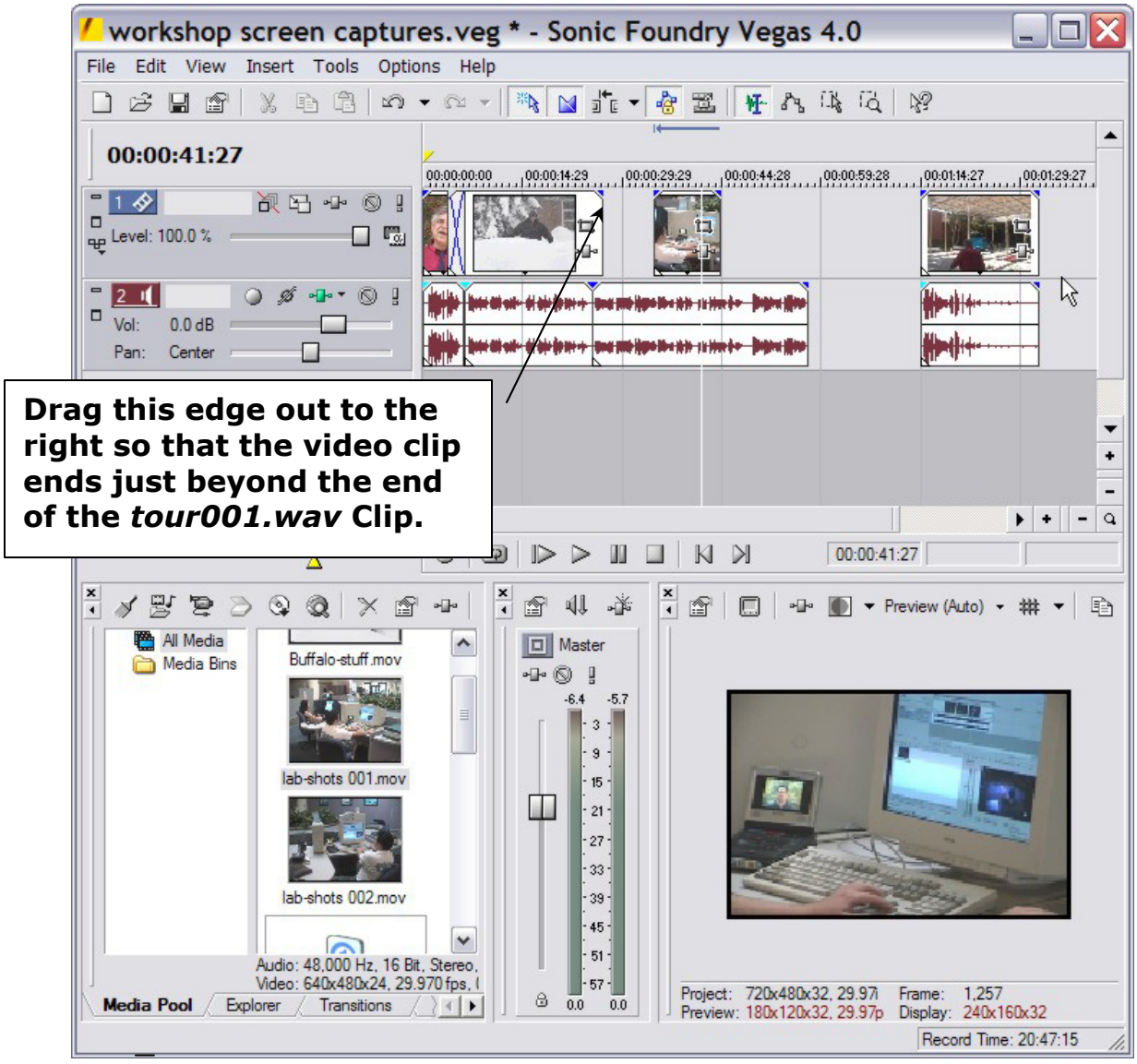


Figure 8

- Drag **Lab-shots 001.mov** to the left to slightly overlap the **Buffalo-stuff.mov** video to create a transition.
- Click in unoccupied area of track #1.

- While holding down the **Control** and **Alt** keys, hit the ← key.
- Double click in the media pool on the **Lab-shots 002.mov** video clip.
- Select the audio portion of **Lab-shots 002.mov** by clicking on it.
- Hit the delete key.
- Trim the end of the **Lab-shots 002.mov** video clip so that it ends just before the narration introduces "flat-bed scanners."
- Click in an unoccupied area of track #1. Double click on **scanner-clip-001.mov**. Remove its audio track and then slide the video to the left to slightly overlap **Lab-shots 002.mov**. [fig. 9]

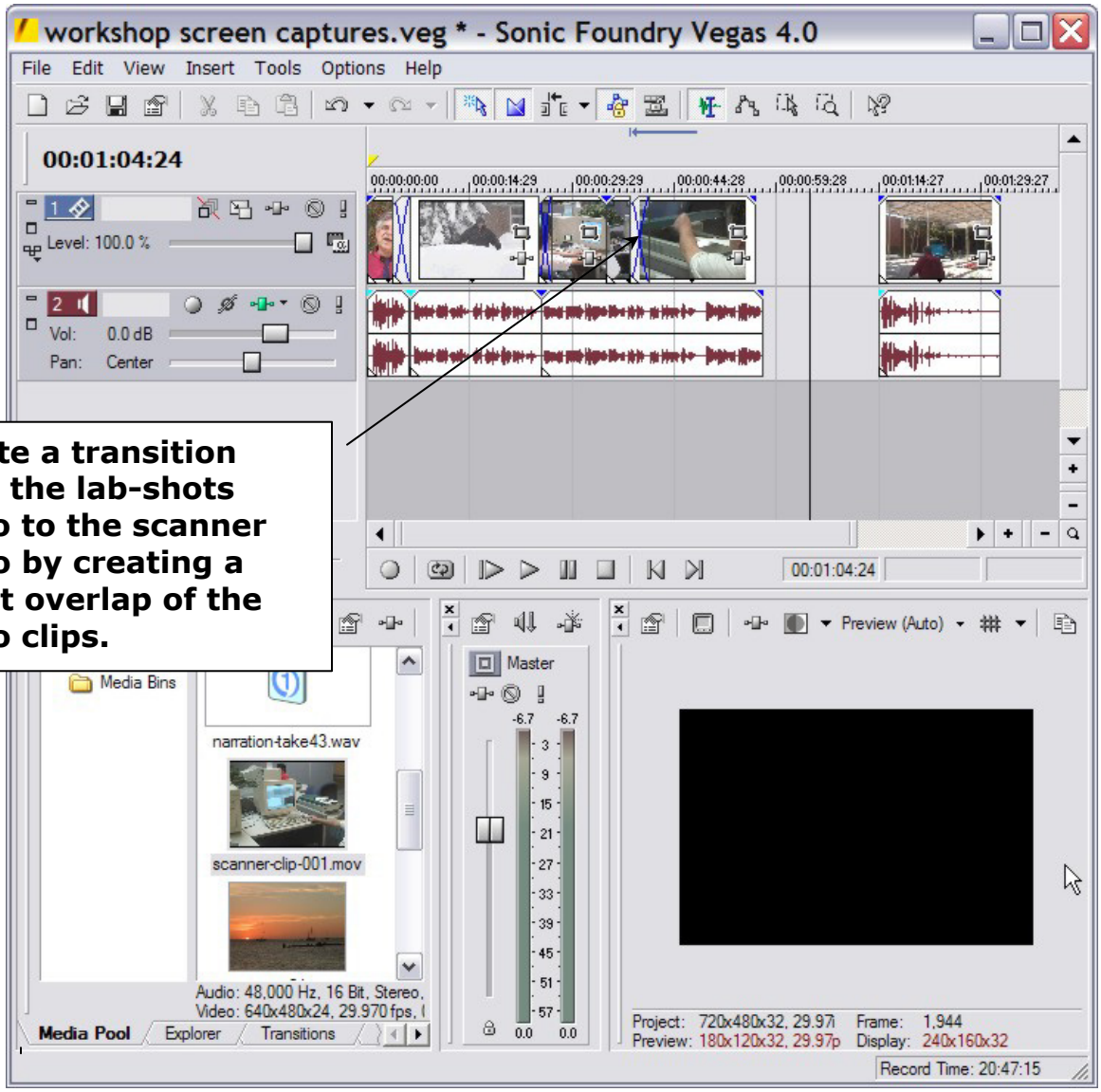


Figure 9

- Trim the end of the **scanner-clip-001.mov** video clip by dragging it to the right to just beyond the start of "Well, as the sun sets behind the CSULB . . . "

- Click in unoccupied space of track #1 just after the **scanner-clip-001.mov** video clip.

- In the media pool, double click on the **sunset01.jpg** graphic file.
  1. After the picture of the sunset appears in track #1, drag it down to an area under track #2 and it will now sit in a new track (track #3). Place the sunset picture so that it is situated below the spot where the narration talks about the sunset. [fig. 10]

  2. Stretch the still image so that it persists to just beyond the end of the narration: drag the trailing edge of the still picture to the right to stretch it out over time. [fig. 10]

  3. To **fade in** the sunset, grab the upper left corner (the cursor will look like a pie section) and drag it slightly to the right. [fig. 10]

  4. To **fade out** the scanner video, grab the upper right corner (the cursor will look like a pie section) and drag in slightly to the left. [fig. 10]

  5. To **fade out** the sunset, grab the upper right corner (the cursor will look like a pie section) and drag it slightly to the left. [fig 10]

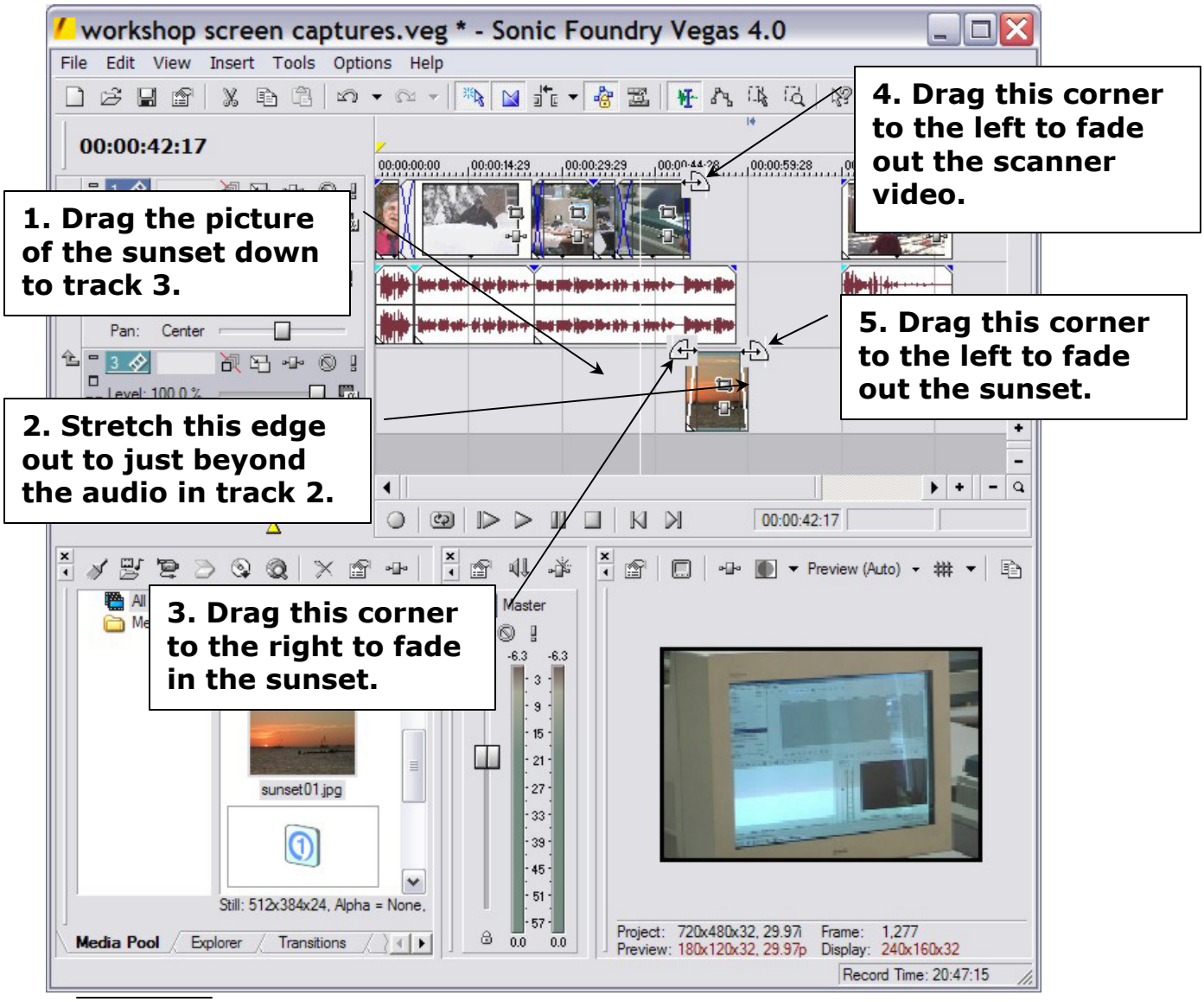

workshop screen captures.veg * - Sonic Foundry Vegas 4.0
File Edit View Insert Tools Options Help
00:00:42:17
1. Drag the picture of the sunset down to track 3.
2. Stretch this edge out to just beyond the audio in track 2.
3. Drag this corner to the right to fade in the sunset.
4. Drag this corner to the left to fade out the scanner video.
5. Drag this corner to the left to fade out the sunset.
Pan: Center
Master
Preview (Auto)
sunset01.jpg
Still: 512x384x24, Alpha = None,
Media Pool
Explorer
Transitions
Project: 720x480x32, 29.97i
Preview: 180x120x32, 29.97p
Frame: 1,277
Display: 240x160x32
Record Time: 20:47:15

Figure 10

Insert some text to superimpose over the sunset:

- Click in an unoccupied area of track #1 just to the right of the **scanner-clip-001.mov** video clip.
- While holding down the **Control** and **Alt** keys, hit the ← key to move to the trailing edge of the **scanner-clip-001.mov** clip.
- From the top menu, choose **Insert → Text Media . . .** [fig. 11]

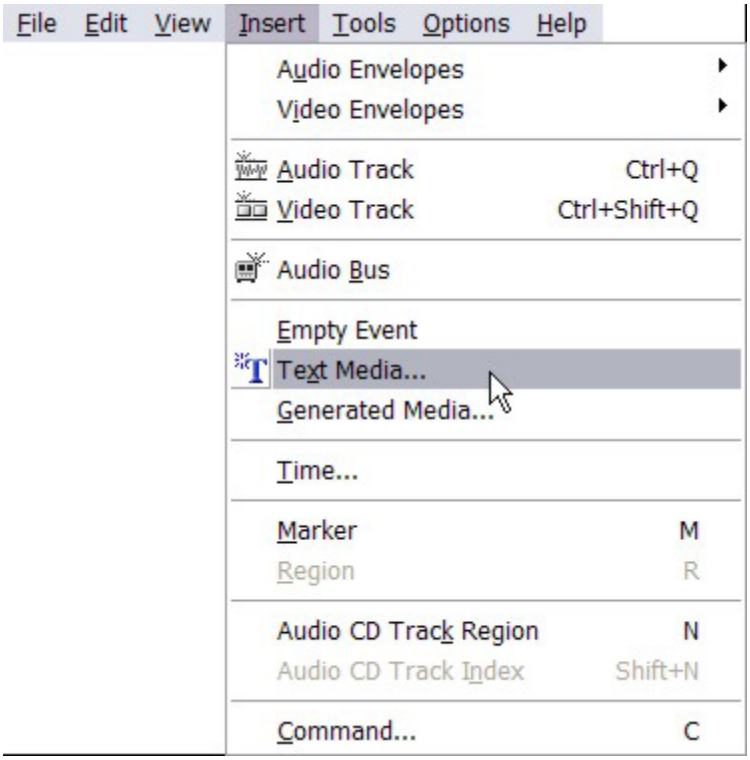


Figure 11

In the **Text Media** editing window type "Good Night." [fig. 12]

You may have to drag this window to the middle of your computer screen so you can see the whole window. You can drag the window to the center of your screen by grabbing the vertical bar that runs along the left edge of the window.

The text attributes can be adjusted by selecting the **Placement, Properties** or **Effects** tab in the Text Media window. [fig. 12]

When positioning the text in the video window, make sure you keep the words within the outlined "safe area."

The Text clip in the timeline can be stretched in duration or faded in and out in the same manner in which you handle other video clips.

To bring the text editing window back, **Right-Click** the text clip in the timeline and select **Edit Generated Media . . .**

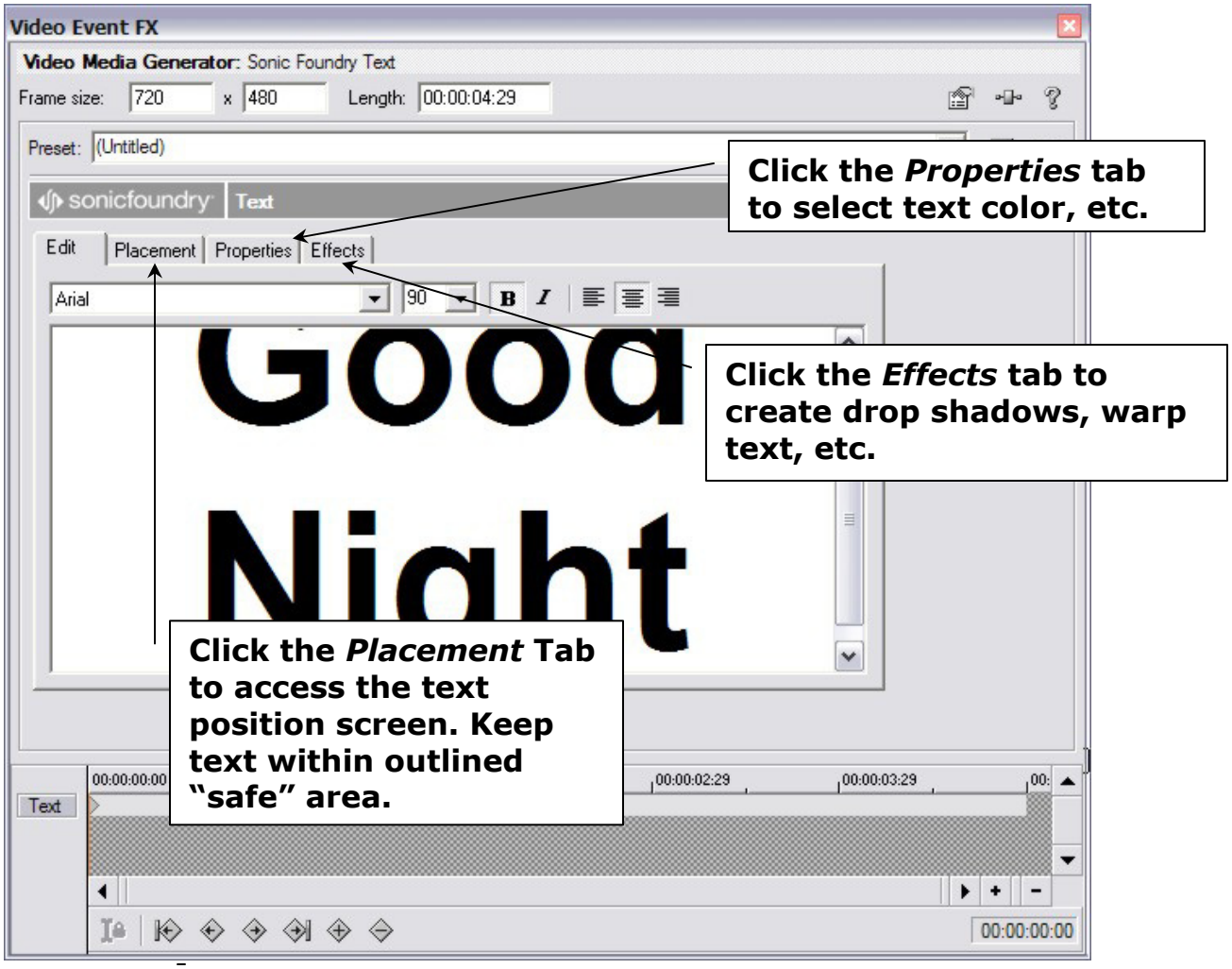

Video Event FX
Video Media Generator: Sonic Foundry Text
Frame size: 720 x 480 Length: 00:00:04:29
Preset: (Untitled)
sonicfoundry Text
Edit Placement Properties Effects
Arial 90
Good
Night
Click the *Properties* tab to select text color, etc.
Click the *Effects* tab to create drop shadows, warp text, etc.
Click the *Placement* Tab to access the text position screen. Keep text within outlined "safe" area.
Text
00:00:00:00
00:00:02:29
00:00:03:29
00:00:00:00

Figure 12

Delete all the unused clips that still remain in the timeline:

- You can select the first unwanted clip by clicking on it. To add additional unwanted clips to your selection, hold down the **Control** key and click on the other clips.
- To delete the selected clips, hit the **Delete** key.

The completed project is now ready to be printed back to digital videotape, printed on a DVD or turned into a file for presentation over the CSULB streaming media server.

Print the Completed Video to Tape

To record your completed video to tape you must have a digital video camcorder (or digital video tape deck) connected to the Firewire (IEEE 1394) port of your computer.

In the Vegas software select **Tools ➔ Print Video to DV Tape . . .**

If **Vegas** can't find your camcorder or video deck you will get an error message asking "Would you like to select a device now?" [fig 12a].

Click on **Yes**.

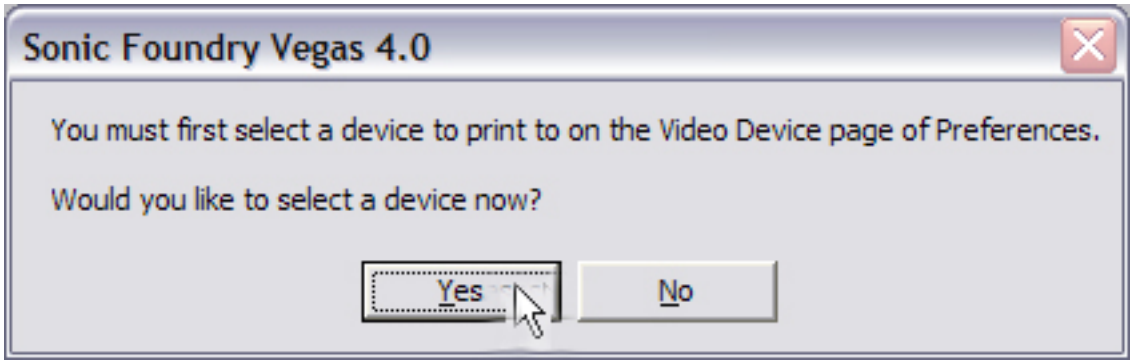
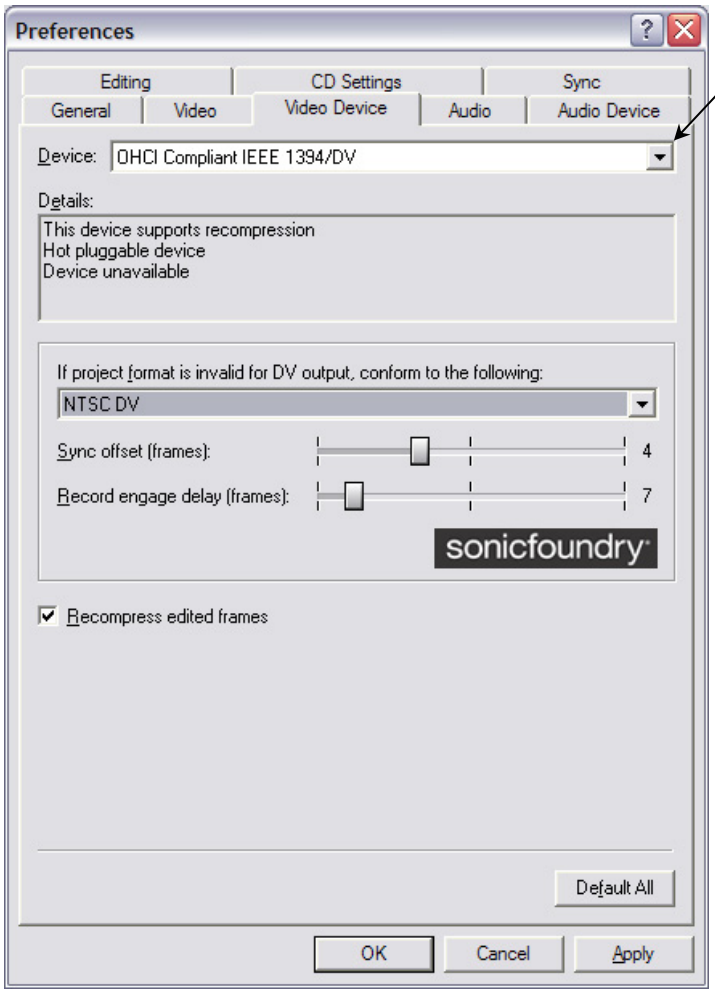

Sonic Foundry Vegas 4.0
You must first select a device to print to on the Video Device page of Preferences.
Would you like to select a device now?
Yes
No

fig 12a

The **Preferences** [fig 12b] dialog box opens. From the drop down menu, select as your **Device** the **OHCI Compliant IEEE 1394/DV** entry [fig 12b].

Click **OK**.



Drop down the menu choices and select *OHCI Compliant IEEE 1394/DV*

Figure 12b

The **Conform Timeline to DV** Format dialog box will pop up and allow you to make choices. [fig. 13]

The most important is to choose the template labeled **NTSC DV.**

You can usually accept all the default choices provided by the dialog box. However, **do NOT** check the box labeled **Render Loop Region Only**.

After making all your choices, click on the **Finish** button. Vegas may announce that your movie has to be rendered. It will ask if you want to continue. Answer **YES**.

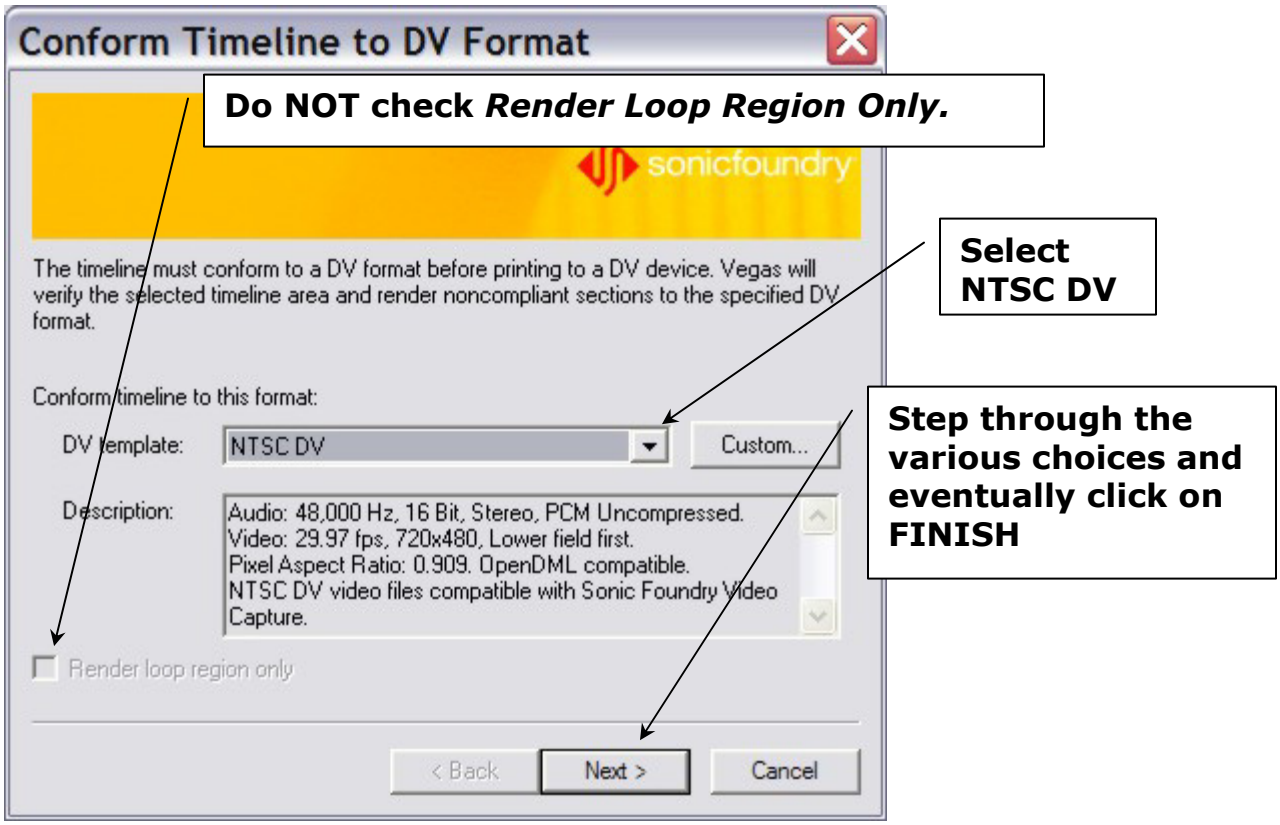

Conform Timeline to DV Format
Do NOT check *Render Loop Region Only.*
sonicfoundry
The timeline must conform to a DV format before printing to a DV device. Vegas will verify the selected timeline area and render noncompliant sections to the specified DV format.
Conform timeline to this format:
DV template:
NTSC DV
Custom...
Description:
Audio: 48,000 Hz, 16 Bit, Stereo, PCM Uncompressed.
Video: 29.97 fps, 720x480, Lower field first.
Pixel Aspect Ratio: 0.909. OpenDML compatible.
NTSC DV video files compatible with Sonic Foundry Video Capture.
Render loop region only
< Back
Next >
Cancel
Select NTSC DV
Step through the various choices and eventually click on FINISH

Figure 13

Eventually (after completion of the rendering process) the computer will start your camcorder and will record your movie to tape.

Place Video on Your CSULB Web Page

Version #1 – using Netscape Composer to edit the web page

(If you use **Dreamweaver**, see page 30)

Your Video clip can be presented for viewing on your CSULB web page. You can even have the video player launch web pages at specified times during playback. The **RealOne player** has to be installed on your computer to make this work.

The free version of the latest **RealOne player** is available for downloading at: http://www.real.com/freeplayer/?rppr=rnresources

If you don't have a CSULB web page, you must first publish a page on the CSULB system and then return to these instructions and continue.

These are the steps you follow after publishing your web page:

1. Determine the "full path" location of your CSULB account.
2. Place commands in the video timeline that will launch web pages (optional).
3. Convert your video into a RealMedia file type.
4. Move a copy of the RealMedia file to your CSULB account on the campus web system.
5. Make a link on one of your web pages. This link must use the special syntax that invokes the campus media server.

Following are instructions on how to accomplish these five procedures.

1. Determine the "full path" location of your CSULB account:

a. From any computer with internet access, go to this web address: http://www.csulb.edu/myaddress/

b. When prompted, enter your CSULB User Name and Password

c. You will see a message printed in this form:

Use the following address to publish content out to your home page:

ftp://ftp.csulb.edu/home/xx/jsmith82/htdocs/

d. Your own username will appear instead of **jsmith82**. Instead of **xx** you will see your own two letter designation. Take note of this designation.

2. Place commands in the video timeline that will launch web pages (This is an optional step.)

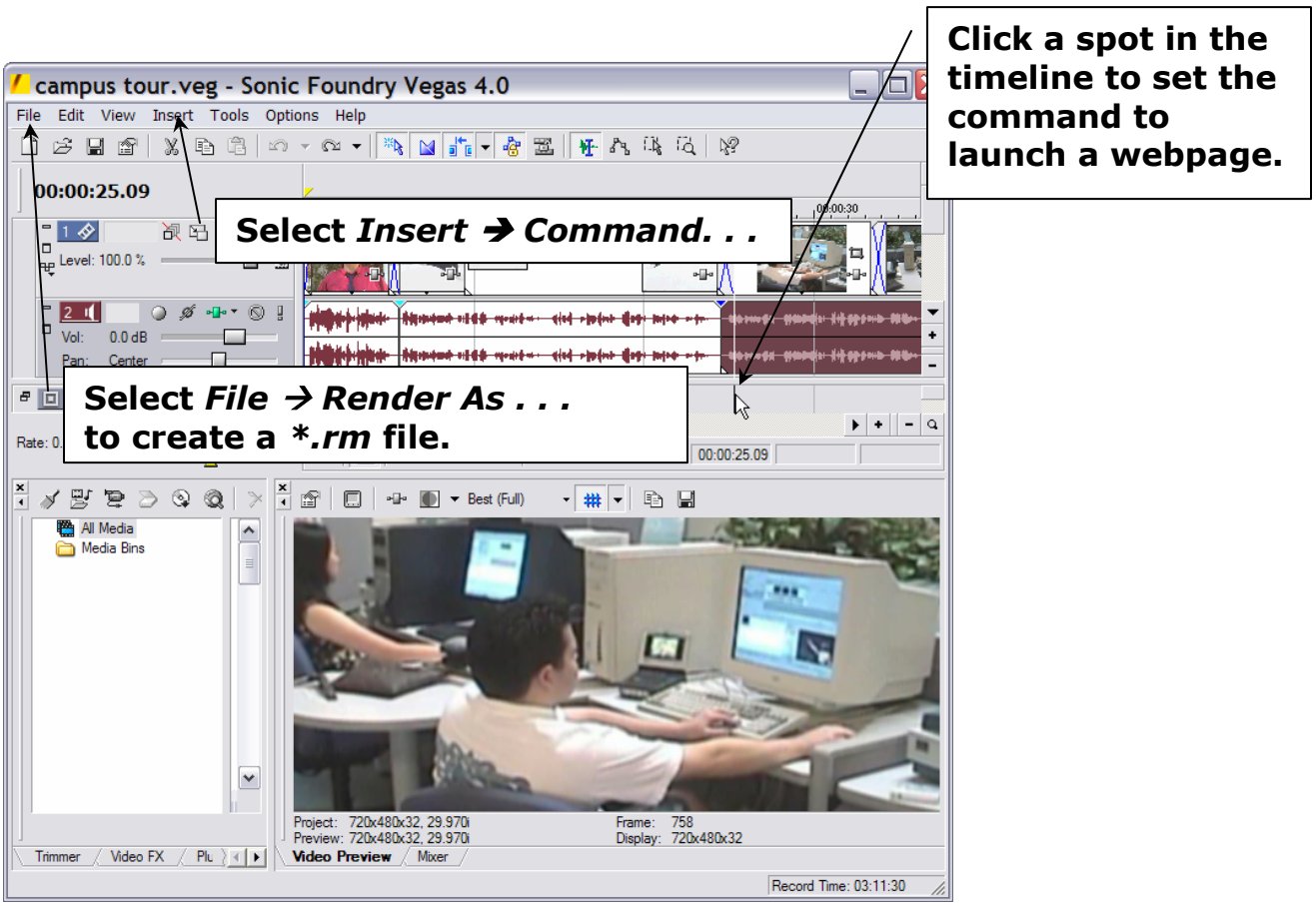

campus tour.veg - Sonic Foundry Vegas 4.0
File Edit View Insert Tools Options Help
00:00:25.09
Select *Insert ➔ Command. . .*
Click a spot in the timeline to set the command to launch a webpage.
Select *File ➔ Render As . . .* to create a **.rm* file.
All Media
Media Bins
Project: 720x480x32, 29.970i
Preview: 720x480x32, 29.970i
Frame: 758
Display: 720x480x32
Video Preview
Mixer
Record Time: 03:11:30

Figure 14

a. Click at a spot in the timeline [fig 14] where you want a web page to launch.

b. From the top menu Select **Insert ➔ Command . . .** [fig 14].

The Command Properties dialog box will open. [fig 15]

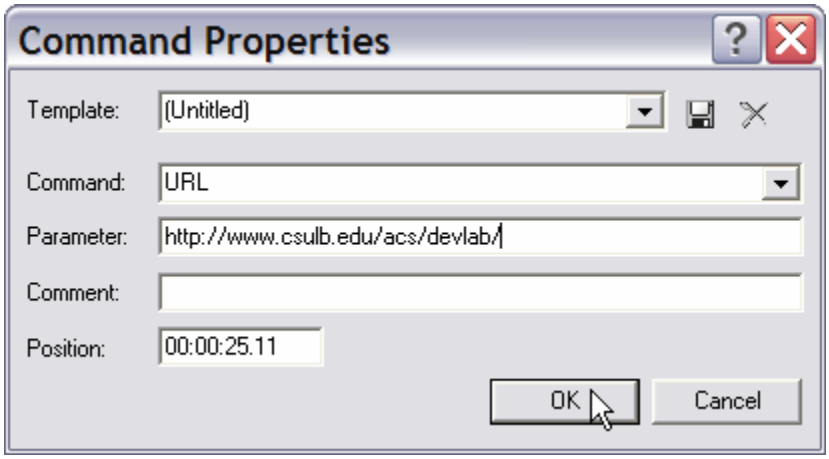


Figure 15

Fill in the blanks as follows:

Command: **URL** (use the drop down menu to make this choice)

Parameter: here is where you would enter a web address (e.g. http://www.csulb.edu/acs/devlab/)

Click **OK**

3. Convert your video into a RealMedia file type.

Select File ➔ Render As . . . [fig. 14]

This opens the **Render As** dialog box [fig 16].

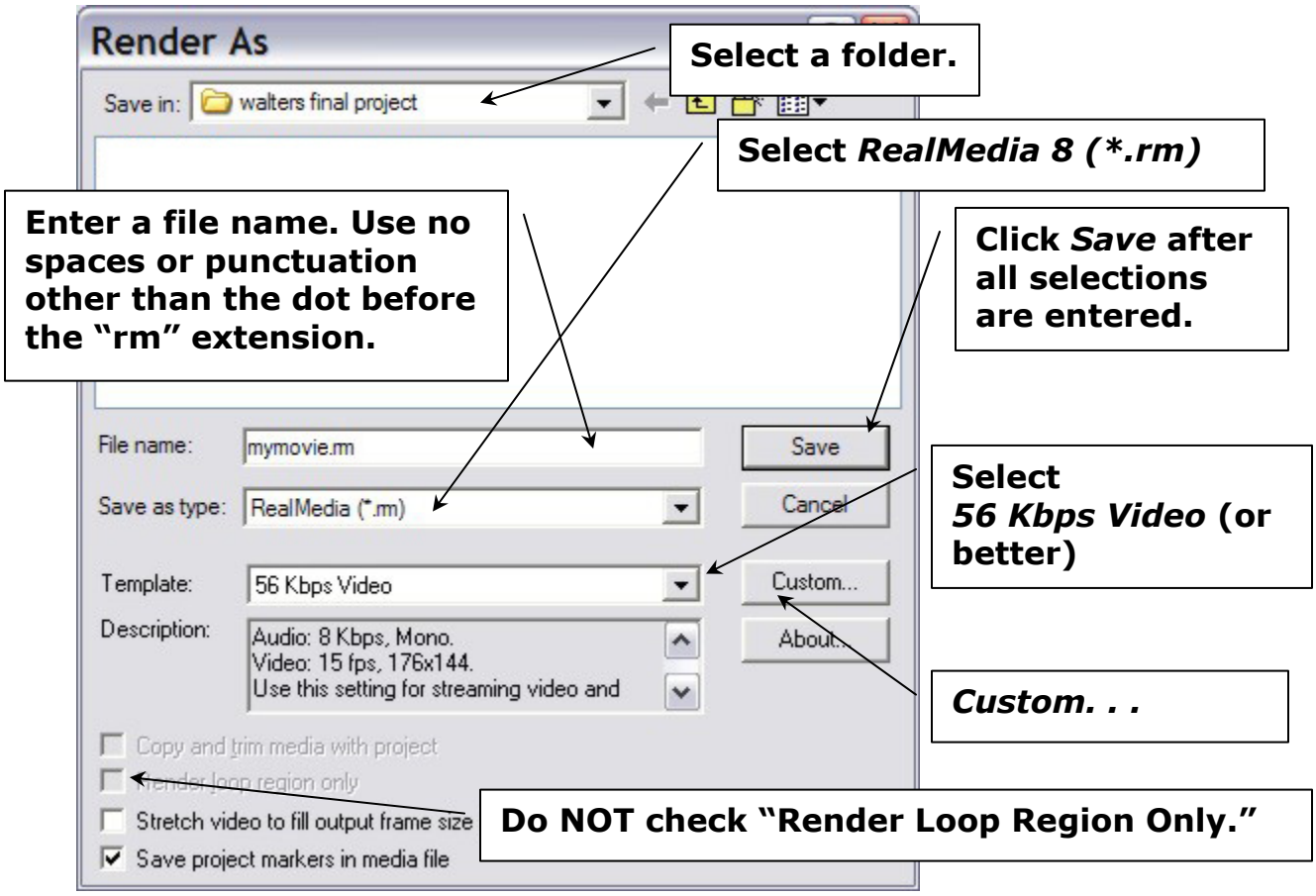
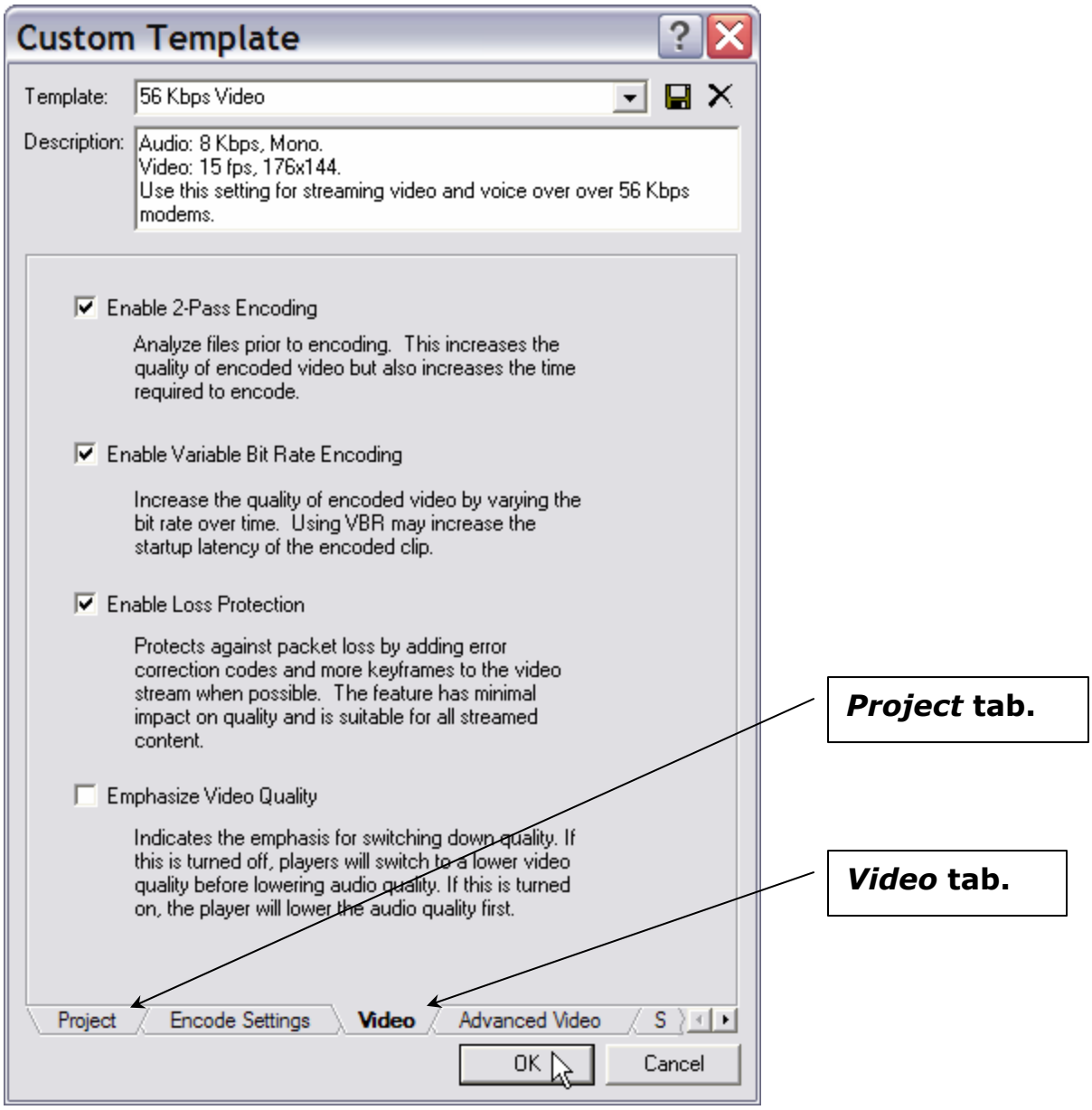

Render As
Save in: walters final project
Select a folder.
Select *RealMedia 8 (*.rm)*
Enter a file name. Use no spaces or punctuation other than the dot before the "rm" extension.
Click *Save* after all selections are entered.
File name: mymovie.rm
Save
Save as type: RealMedia (*.rm)
Cancel
Select *56 Kbps Video* (or better)
Template: 56 Kbps Video
Custom...
Description:
Audio: 8 Kbps, Mono.
Video: 15 fps, 176x144.
Use this setting for streaming video and
About...
Custom. . .
Copy and trim media with project
Render loop region only
Stretch video to fill output frame size
Save project markers in media file
Do NOT check "Render Loop Region Only."

Figure 16

In the **Render As . . .** dialog window [fig. 16] make these choices to create a small, lesser quality video that does not require high bandwidth.

a. Filename ***whatever.rm*** (use **no** spaces or extra punctuation)
b. Save as Type **RealMedia 8 (*.rm)**
c. Template **56 Kbps Video** (or experiment with higher settings)
d. Do NOT check the box next to "Render loop region only"
e. Make sure you navigate to the folder [fig 16] that will contain the rendered file.
f. Click the **Custom** button [fig 16].

This opens the **Custom Template** dialog box [fig 17].


Custom Template
Template:
56 Kbps Video
Description:
Audio: 8 Kbps, Mono.
Video: 15 fps, 176x144.
Use this setting for streaming video and voice over over 56 Kbps modems.
Enable 2-Pass Encoding
Analyze files prior to encoding. This increases the quality of encoded video but also increases the time required to encode.
Enable Variable Bit Rate Encoding
Increase the quality of encoded video by varying the bit rate over time. Using VBR may increase the startup latency of the encoded clip.
Enable Loss Protection
Protects against packet loss by adding error correction codes and more keyframes to the video stream when possible. The feature has minimal impact on quality and is suitable for all streamed content.
Emphasize Video Quality
Indicates the emphasis for switching down quality. If this is turned off, players will switch to a lower video quality before lowering audio quality. If this is turned on, the player will lower the audio quality first.
Project
Encode Settings
Video
Advanced Video
S
OK
Cancel
Project tab.
Video tab.
Figure 17

g. In the Custom Template dialog box:
   Click on the **Project** tab [fig 17].
h. Select **Best** for video rendering quality.
i. Click on the **Video** tab [fig 17].
j. Check the following boxes:
   - Enable 2 pass encoding
   - Enable Variable bit rate encoding
   - Enable loss protection
k. Click **OK** in the Custom Template dialog box [fig 17].

The Template in the **Render As** dialog box [fig 16] will now say "Untitled"

l. Click **Save** in the **Render As** dialog box [fig. 16].

You now have a **RealNetworks** (*.rm) file to use on your web page.

4. Move a copy of the RealMedia file to your CSULB account on the campus web system.

a. Close the **Vegas** editing program.
b. Launch **WS_FTP95 LE**
In the ACS Development Lab (in the Horn Center) on a PC select:
Start ➔ All Programs ➔ Internet Tools ➔ WS_FTP95 LE

This will reveal the WS_FTP **Session Properties** window [fig 18].

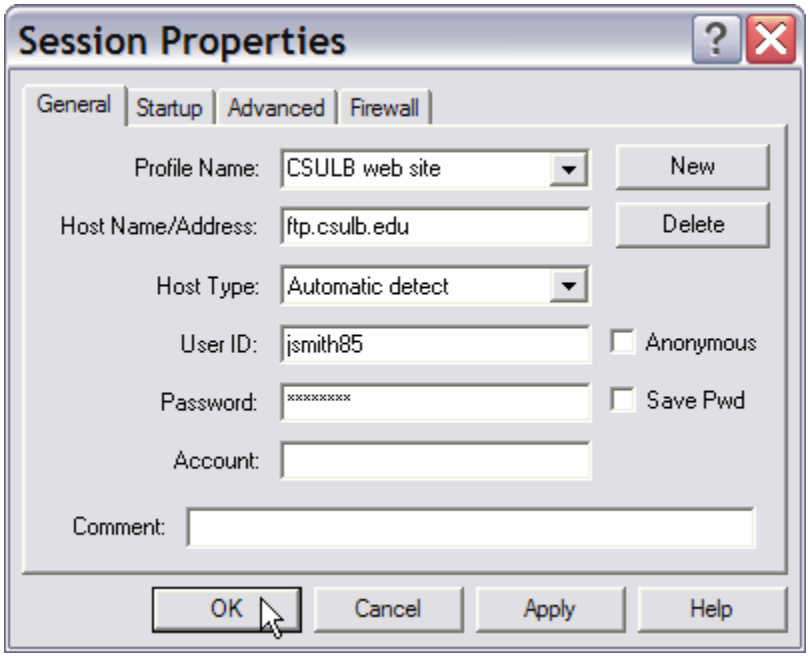


Figure 18

Fill in the blanks.

Profile Name: (this can be anything you want)

Host Name/Address: **ftp.csulb.edu**

Host Type: **Automatic detect**

User ID: this should be your CSULB User ID (e.g. **jsmith85**)

Password: (use the password for your CSULB account)

Click **OK**

Now you will see a window [fig 19] that shows your computer's file system on the left and your CSULB account file system on the right.

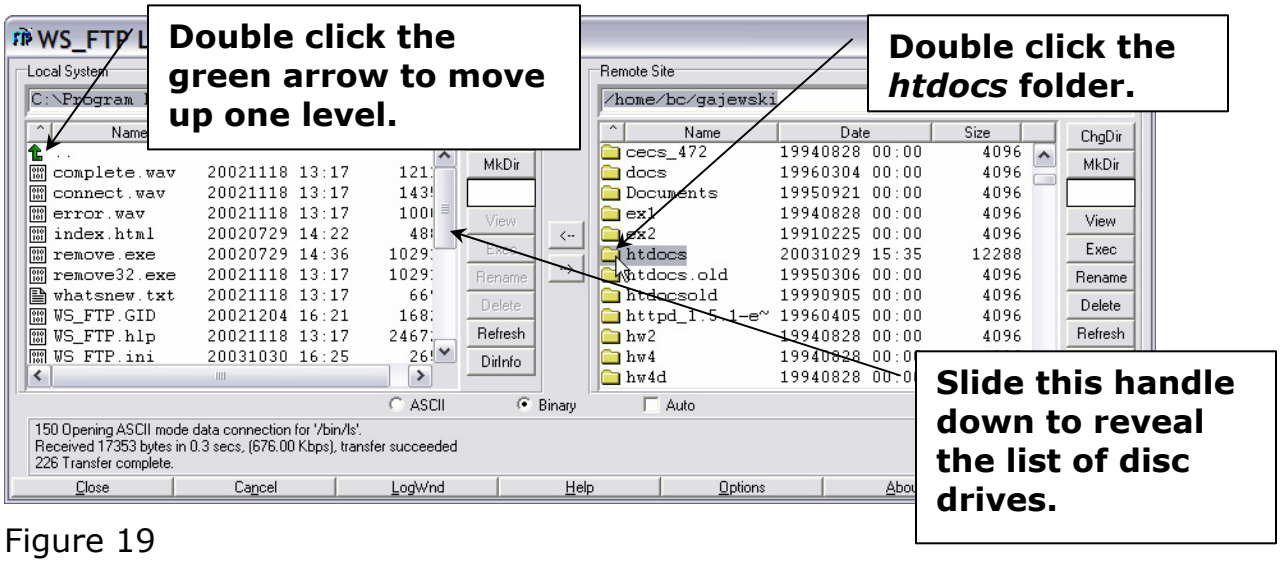

Double click the green arrow to move up one level.
Double click the *htdocs* folder.
Slide this handle down to reveal the list of disc drives.

Figure 19

On the right side (Remote Site) double click on the **htdocs** folder [fig 19] to navigate into that folder.

On the left side(Local System) all of your computer's disc drives are listed at the bottom of the file list [fig 19].

You can move up one level in the folder system [fig 19] by double clicking the green arrow.

On the left side (local system) select your RealNetworks file by clicking on it [fig 20].

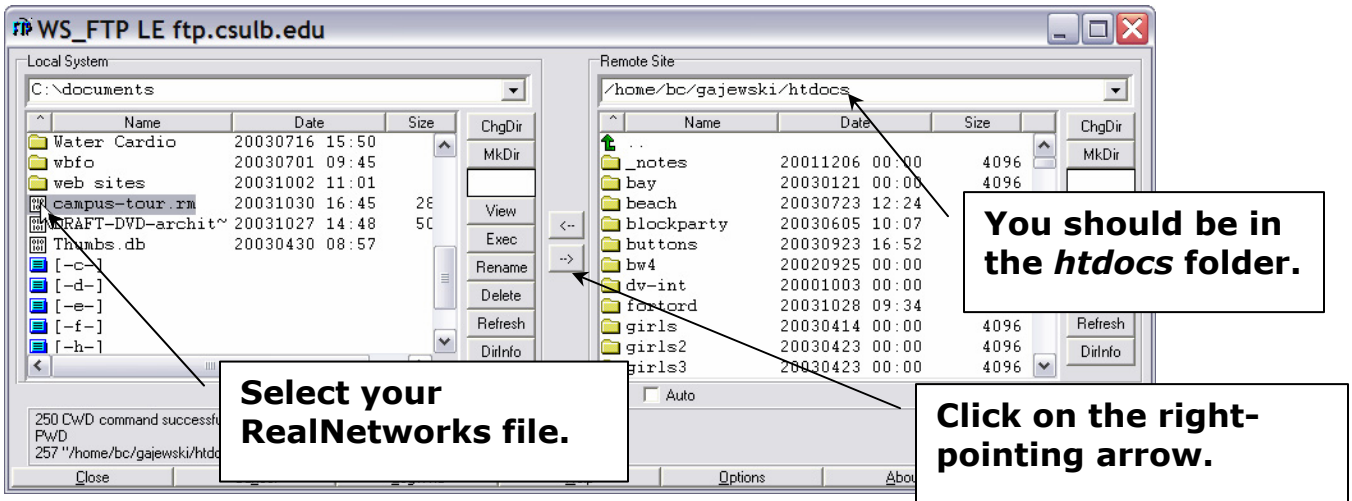


Figure 20

Click on the arrow that points to the right [fig 20] to move a copy of your file to the htdocs folder of your CSULB account.

Quit out of **WS_FTP95 LE.**

5. Make a link on one of your web pages. This link must use the special syntax that invokes the campus media server.

You can edit your web page using **Netscape Composer** (version 7 or later).

Launch the **Netscape** (ver. 7) browser and view your web page [fig 21].

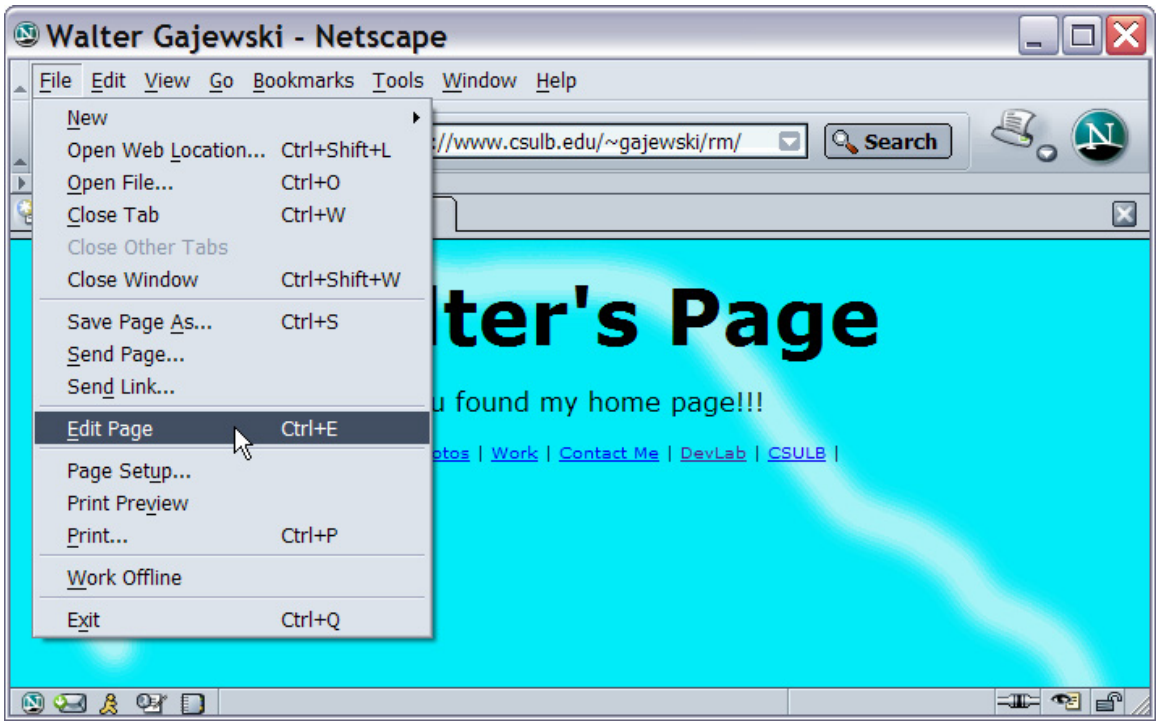


Figure 21

To open this page in the **Netscape Composer** for editing select

File ➔ Edit Page [fig 21].

Your page will open in Composer, ready to be edited [fig 22].

Walter Gajewski - Composer
File Edit View Insert Format Table Tools Window Help
New Open Save Publish Browse Print Link Image Table Spell
Body Text
Link
Publish
Walter's Page
Take a look at my video tour of CSULB
You found my home page!!!
| Home | Photos | Work | Contact Me | DevLab | CSULB |
Type words and then highlight them.
Normal HTML Tags Source Preview
<body> <font>

Figure 22

Type some words on your web page that will be used as a link for the video. Now highlight those words.

With the words highlighted, click on the **Link** button at the top menu [fig 22]. This will open the **Link Properties** dialog box [fig 23].

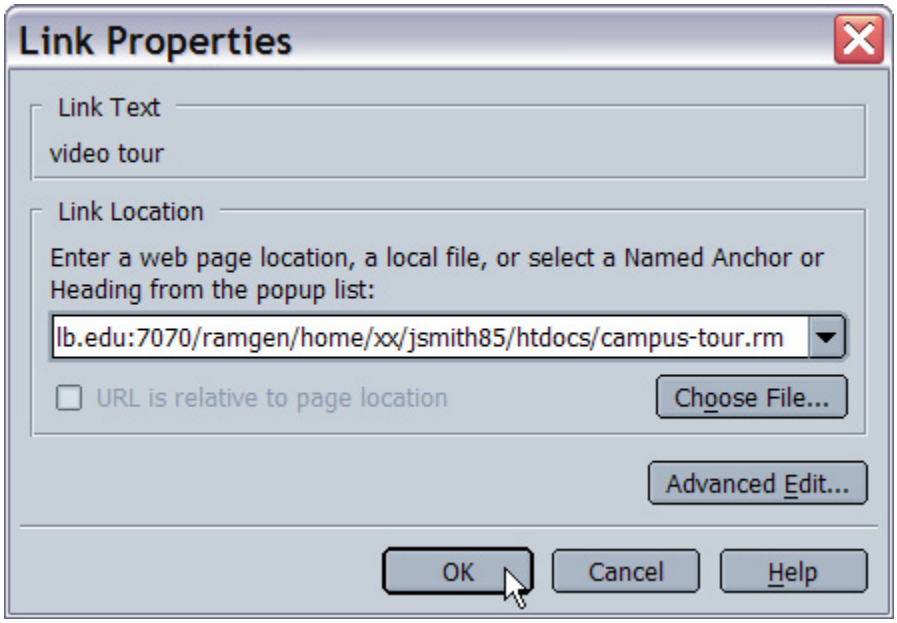


Figure 23

As indicated on the **Link Properties** dialog box, you can enter a web address (URL).

However – you must use the special link syntax that will invoke the CSULB **RealNetworks** Media server.

The address will look something like the address listed below.

- Substitute your own two-letter designation (see page 20) where you see **xx**.
- Substitute your own CSULB user name where you see **username**.
- Substitute the filename of your **RealNetworks** file where you see **filename.rm**.

http://streams.csulb.edu:7070/ramgen/home/*xx*/*username*/htdocs/*filename.rm*

Click **OK**.

In the **Netscape Composer** window [fig 22] click on **Publish**.

This will open the **Publish Page** dialog box [fig 24].

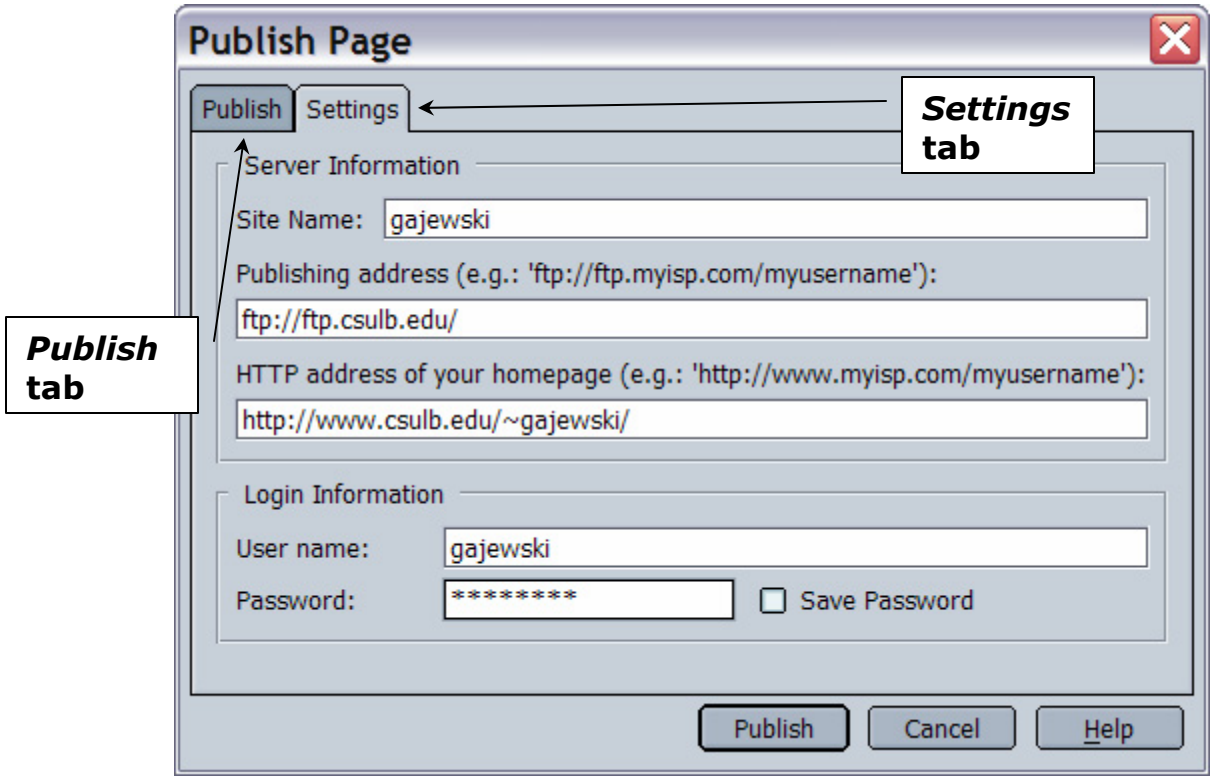


Figure 24

Click on the **Settings** tab at the top of the window [fig 24].

Fill in the Blanks:

Site Name:	This can be anything.
Publishing Address:	**ftp://ftp.csulb.edu/**
HTTP address of your homepage:	This is the address (URL) of your home page (e.g. http://www.csulb.edu/~gajewski/).
Password:	Your CSULB account password.

Click on the **Publish** tab at the **top** of the **Publish Page** dialog box [fig 24].

You can now indicate the web publish information in the **Publish Page** dialog box [fig 25].

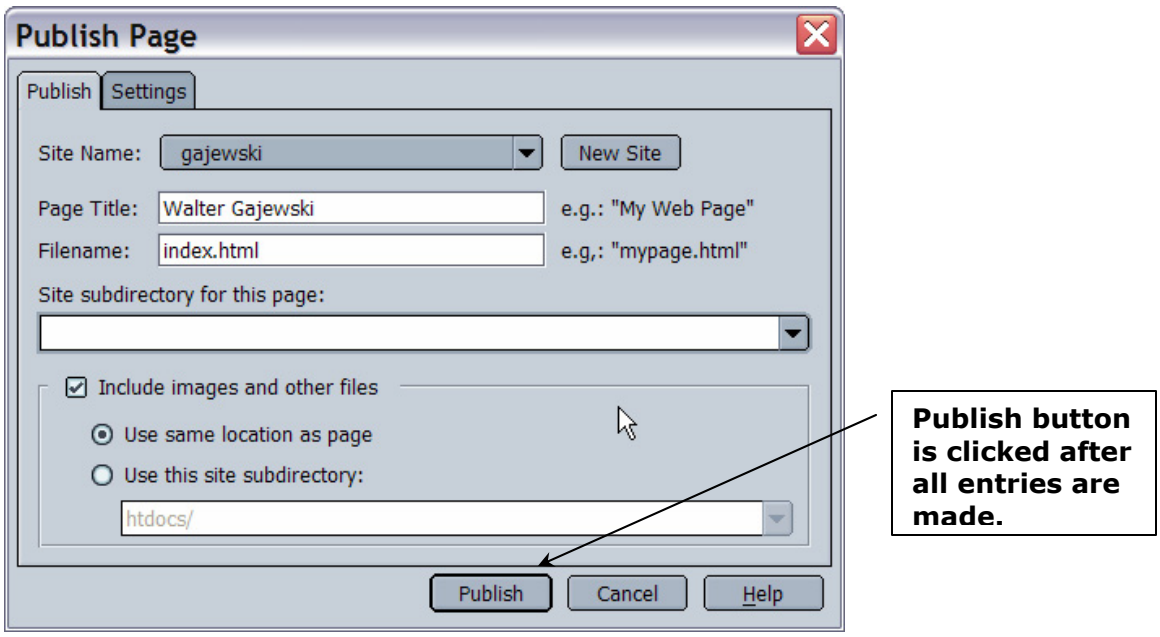


Figure 25

Fill in the blanks:

Page Title: This is what people see at the top of their browser.

Filename: If this is your homepage it should be **index.html**. Otherwise give it some filename with the html extension. Do not use any spaces or additional punctuation in the filename.

Site subdirectory for the page: **htdocs/**

You can check **Use same location as page** to place any graphics into the same folder that holds the page.

Click the **Publish** button at the **bottom** of the **Publish Page** dialog box [fig 25].

Quit out of **Netscape Composer**.

You should now have a link on your web page that launches your video clip. Your old page may still be in the cache memory of **Netscape**. You can remove it from cache:

Edit ➔ Preferences . . .
Double click on **Advanced**
Select **Cache ➔ Clear Cache**
Click **OK**

Now go back to looking at your page in the browser window. Click on the **Reload Current Page** button [fig 26] to force **Netscape** to get the newly edited version of your web page off the CSULB web server.

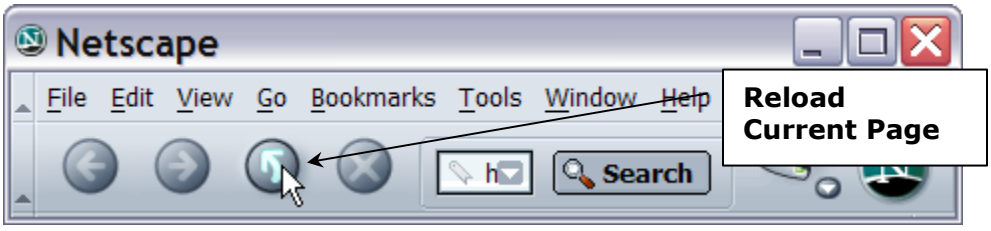


Figure 26

Place Video on Your CSULB Web Page
Using Vegas and Dreamweaver

Your Video clip can be presented for viewing on your CSULB web page. You can even have the video player launch web pages at specified times during playback.

The **RealOne player** has to be installed on your computer to make this work.

The free version of the latest **RealOne player** is available for downloading at: http://www.real.com/freeplayer/?rppr=rnresources

If you don't have a CSULB web page, you must first publish a page on the CSULB system and then return to these instructions and continue.

These are the steps you follow after publishing your web page:

1. Determine the "full path" location of your CSULB account.
2. Place commands in the video timeline that will launch web pages (optional).
3. Convert your video into a RealMedia file type.
4. Move a copy of the RealMedia file to the folder on your computer that holds your Dreamweaver web files.
5. Make a link on one of your web pages. This link must use the special syntax that invokes the campus media server.
6. Upload the RealMedia and web page files to the CSULB system.

Following are instructions on how to accomplish these six procedures.

1. Determine the "full path" location of your CSULB account:

a. From any computer with internet access, go to this web address: http://www.csulb.edu/myaddress/

b. When prompted, enter your CSULB User Name and Password

c. You will see a message printed in this form:

Use the following address to publish content out to your home page:

ftp://ftp.csulb.edu/home/xx/jsmith82/htdocs/

d. Your own username will appear instead of **jsmith82**. Instead of **xx** you will see your own two letter designation. Take note of this designation.

2. Place commands in the video timeline that will launch web pages (This is an optional step.)

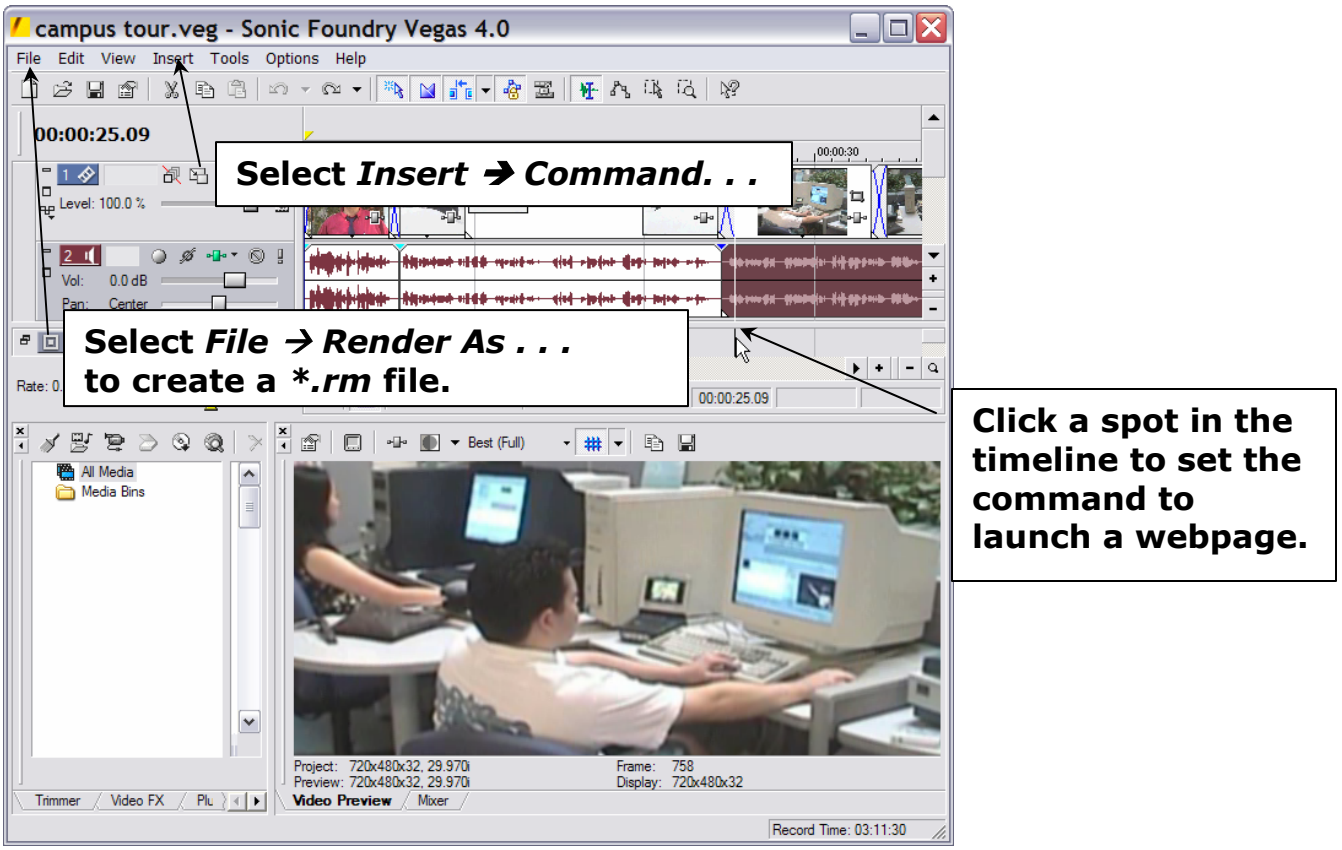

campus tour.veg - Sonic Foundry Vegas 4.0
File Edit View Insert Tools Options Help
00:00:25.09
Select *Insert ➔ Command. . .*
Select *File ➔ Render As . . .* to create a **.rm* file.
Click a spot in the timeline to set the command to launch a webpage.
All Media
Media Bins
Project: 720x480x32, 29.970i
Preview: 720x480x32, 29.970i
Frame: 758
Display: 720x480x32
Video Preview
Mixer
Record Time: 03:11:30

Figure 14

a. Click at a spot in the timeline [fig 14] where you want a web page to launch.

b. From the top menu Select **Insert ➔ Command . . .** [fig 14].

The Command Properties dialog box will open. [fig 15]

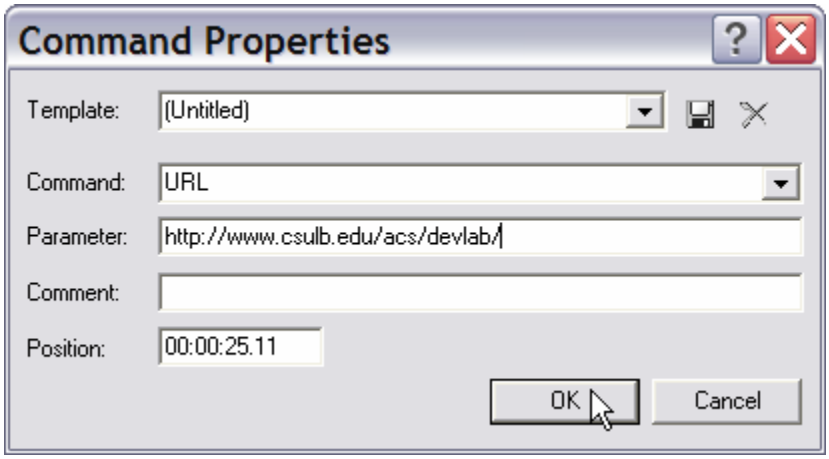


Figure 15

Fill in the blanks as follows:

Command: **URL** (use the drop down menu to make this choice)

Parameter: here is where you would enter a web address (e.g. http://www.csulb.edu/acs/devlab/)

Click **OK**

3. Convert your video into a RealMedia file type.

Select File ➔ Render As . . . [fig. 14]

This opens the **Render As** dialog box [fig 15a].

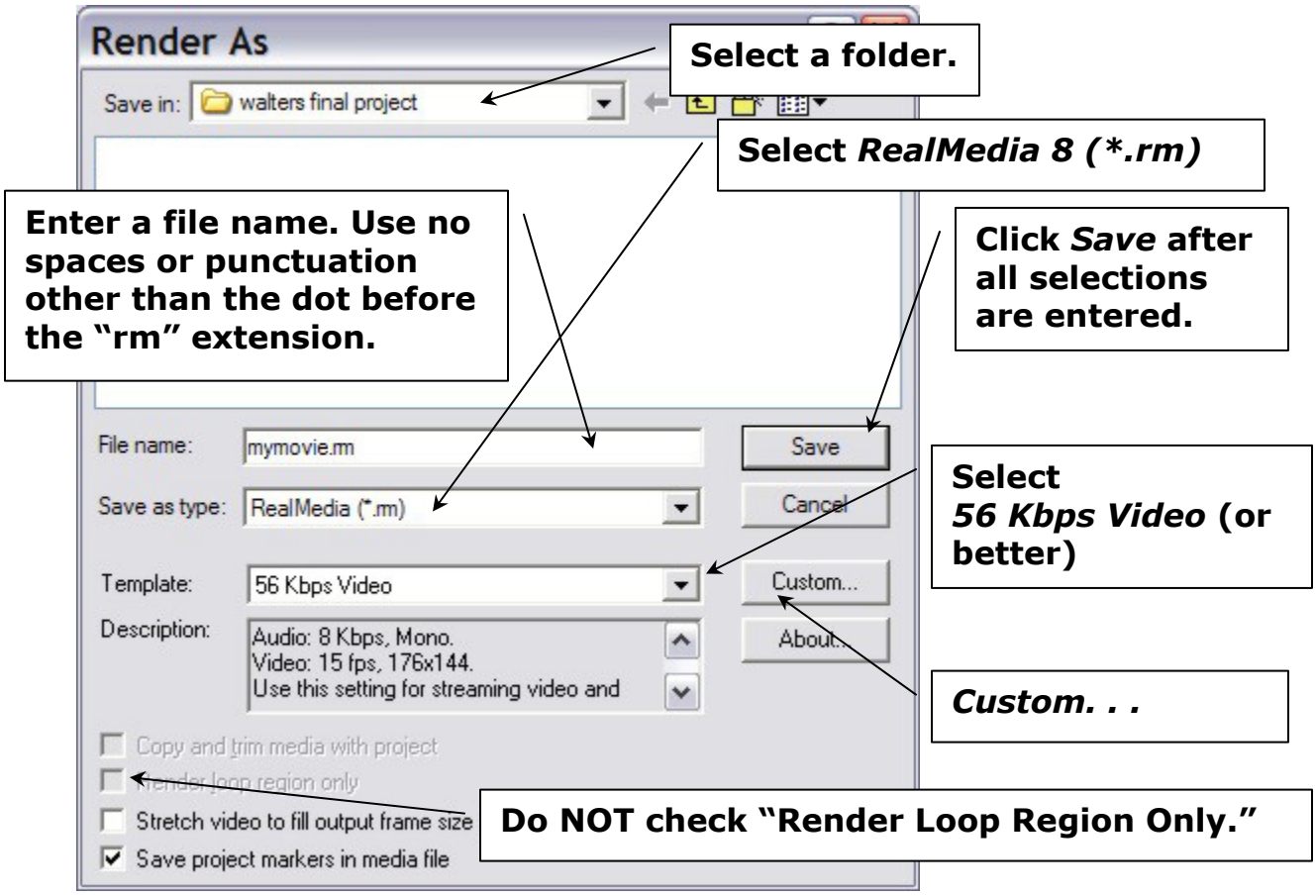
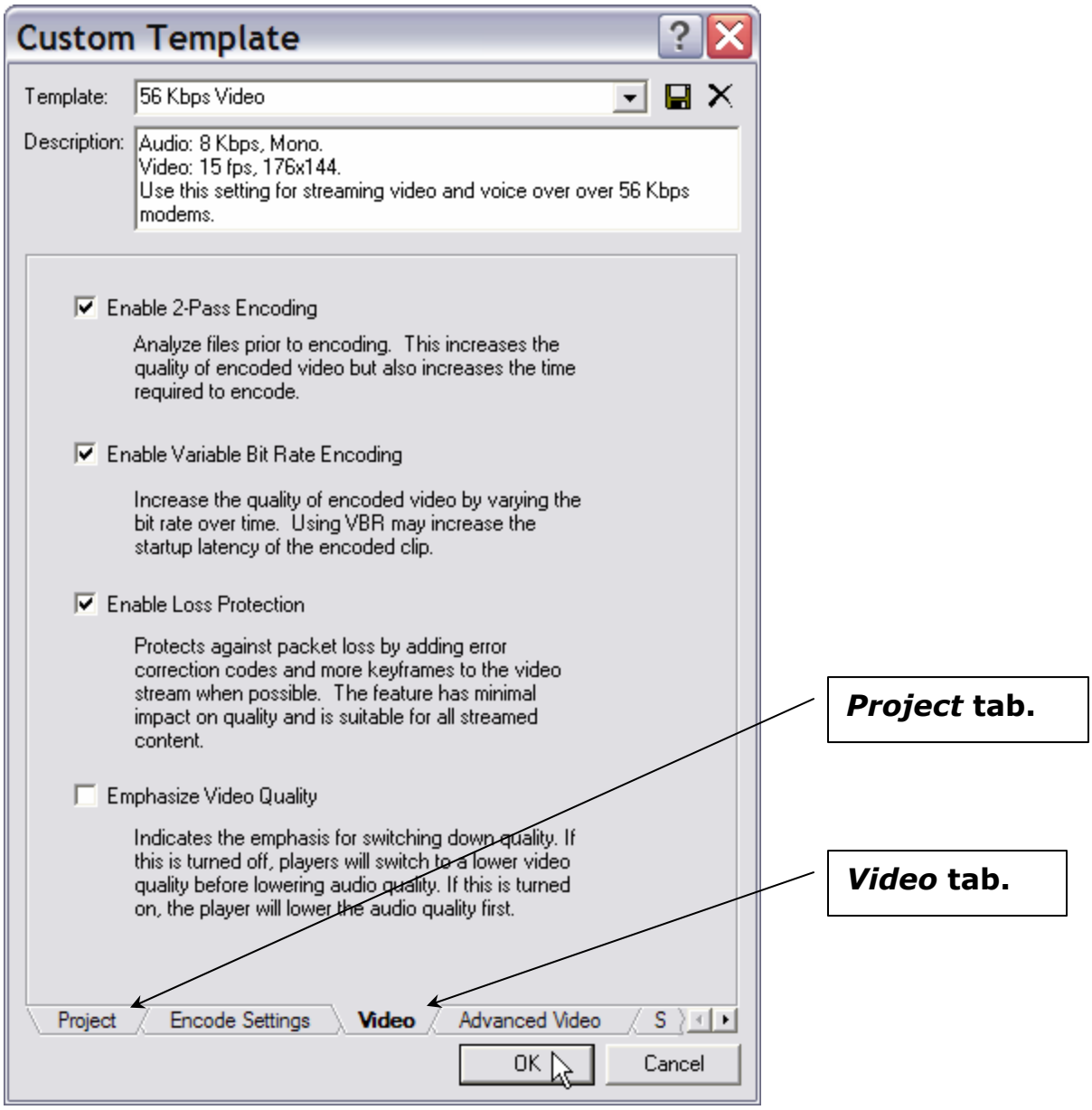

Render As
Save in: walters final project
Select a folder.
Select *RealMedia 8 (*.rm)*
Enter a file name. Use no spaces or punctuation other than the dot before the "rm" extension.
Click *Save* after all selections are entered.
File name: mymovie.rm
Save
Save as type: RealMedia (*.rm)
Cancel
Select *56 Kbps Video* (or better)
Template: 56 Kbps Video
Custom...
Description:
Audio: 8 Kbps, Mono.
Video: 15 fps, 176x144.
Use this setting for streaming video and
About...
Custom. . .
Copy and trim media with project
Render loop region only
Stretch video to fill output frame size
Save project markers in media file
Do NOT check "Render Loop Region Only."

Figure 15a

In the **Render As . . .** dialog window [fig. 15a] make these choices to create a small, lesser quality video that does not require high bandwidth.

m. Filename ***whatever.rm*** (use **no** spaces or extra punctuation)
n. Save as Type **RealMedia 8 (*.rm)**
o. Template **56 Kbps Video** (or experiment with higher settings)
p. Do NOT check the box next to "Render loop region only"
q. Make sure you navigate to the folder [fig 15a] that will contain the rendered file.
r. Click the **Custom** button [fig 15a].

This opens the **Custom Template** dialog box [fig 16].


Custom Template
Template:
56 Kbps Video
Description:
Audio: 8 Kbps, Mono.
Video: 15 fps, 176x144.
Use this setting for streaming video and voice over over 56 Kbps modems.
Enable 2-Pass Encoding
Analyze files prior to encoding. This increases the quality of encoded video but also increases the time required to encode.
Enable Variable Bit Rate Encoding
Increase the quality of encoded video by varying the bit rate over time. Using VBR may increase the startup latency of the encoded clip.
Enable Loss Protection
Protects against packet loss by adding error correction codes and more keyframes to the video stream when possible. The feature has minimal impact on quality and is suitable for all streamed content.
Emphasize Video Quality
Indicates the emphasis for switching down quality. If this is turned off, players will switch to a lower video quality before lowering audio quality. If this is turned on, the player will lower the audio quality first.
Project
Encode Settings
Video
Advanced Video
S
OK
Cancel
Project tab.
Video tab.
Figure 16

s. In the Custom Template dialog box:
   Click on the **Project** tab [fig 16].
t. Select **Best** for video rendering quality.
u. Click on the **Video** tab [fig 16].
v. Check the following boxes:
   - Enable 2 pass encoding
   - Enable Variable bit rate encoding
   - Enable loss protection
w. Click **OK** in the Custom Template dialog box [fig 16].

The Template in the **Render As** dialog box [fig 15a] will now say "Untitled"

x. Click **Save** in the **Render As** dialog box [fig. 15a].

You now have a **RealNetworks** (*.rm) file to use on your web page.
Quit out of the **Vegas** program.

4. Move a copy of the RealMedia file to the folder on your computer that holds your Dreamweaver web files.

Drag the **RealNetworks** (*.rm) file to the folder that holds your **Dreamweaver** files. This is done using your computer's file system.

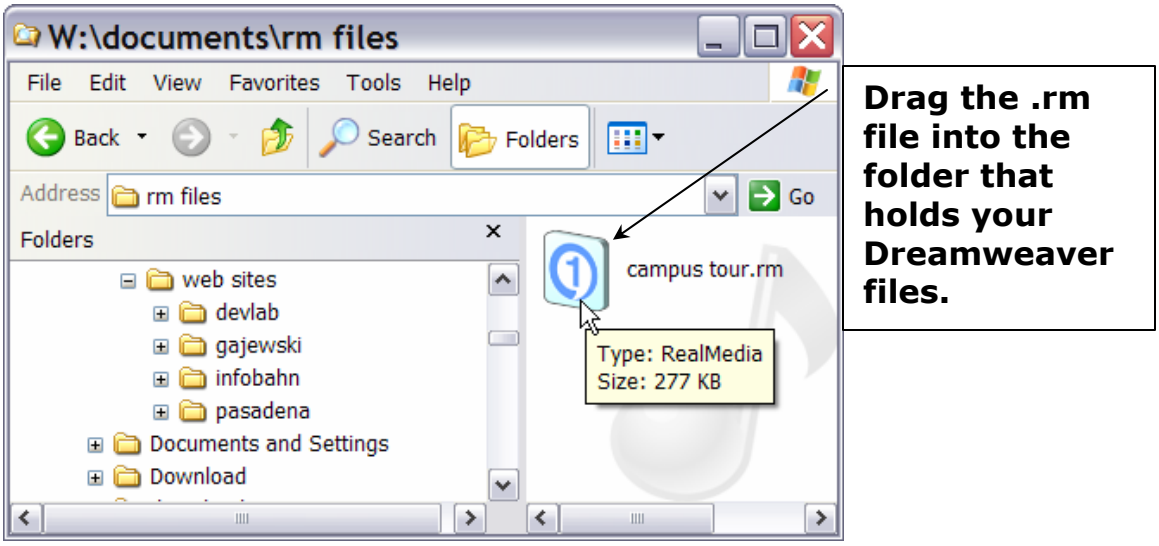


Figure 17

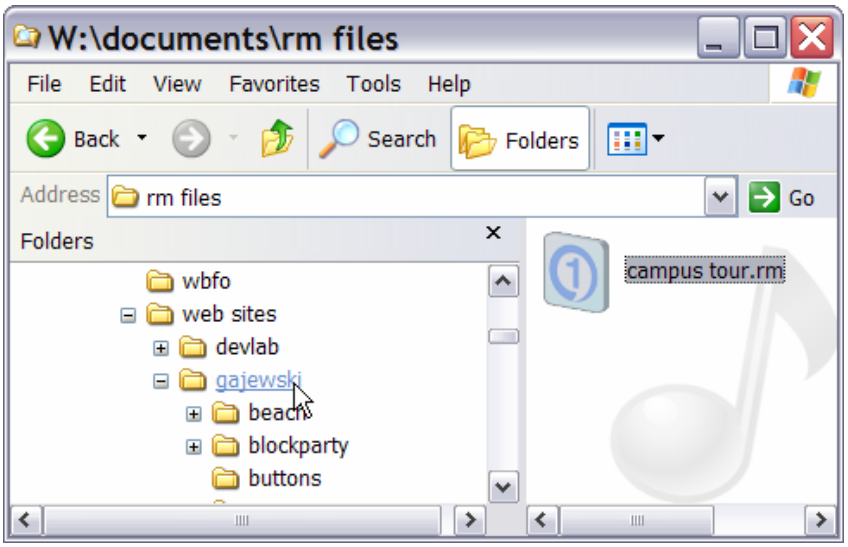


Figure 18

5. Make a link on one of your web pages. This link must use the special syntax that invokes the campus media server.

Launch **Dreamweaver**. In the editor, open the web page that will display the video link [fig 19].

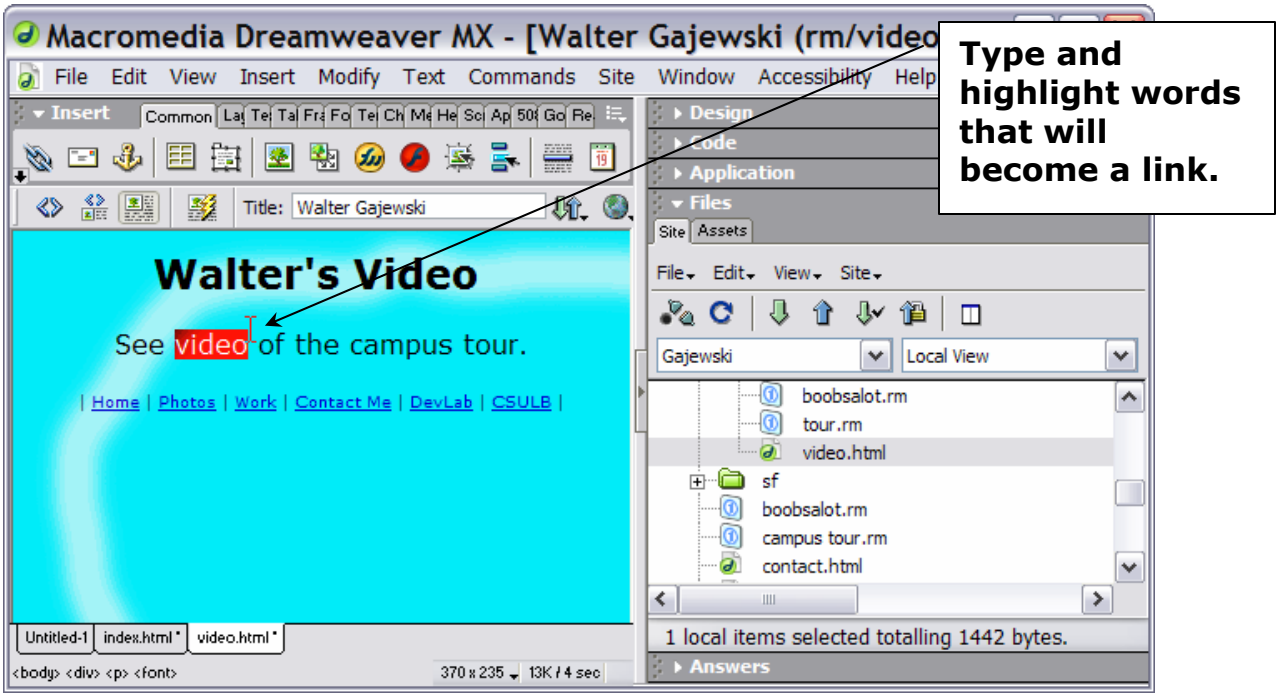


Figure 19

Type words on your web page and highlight a word (or words) that will be the video link [fig 19].

In the **Properties** window [fig 20] of **Dreamweaver** enter the link address that will launch the video clip.

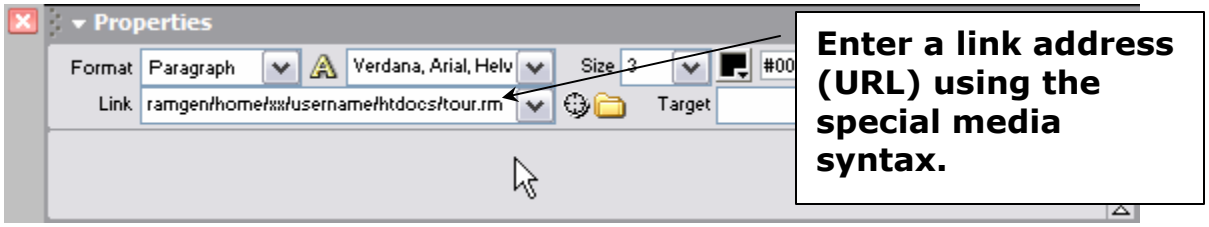


Figure 20

NOTE: You must use the special link syntax that will invoke the CSULB **RealNetworks** Media server.

Your link address will look something like this:

http://streams.csulb.edu:7070/ramgen/home/*xx*/*username*/htdocs/*tour.rm*

- Substitute your own two-letter designation (see page 28) for **xx**.
- Substitute your own CSULB user name where you see **username**.
- Substitute the filename of your **RealNetworks** file where you see **tour.rm**.

Now save the changes you made to the web page with **File ➔ Save.**

6. Upload the RealMedia and web page files to the CSULB system.

Click on the icon that connects you to your CSULB web site [fig 21].

If prompted for your user name, enter your CSULB user name and click on **OK**.

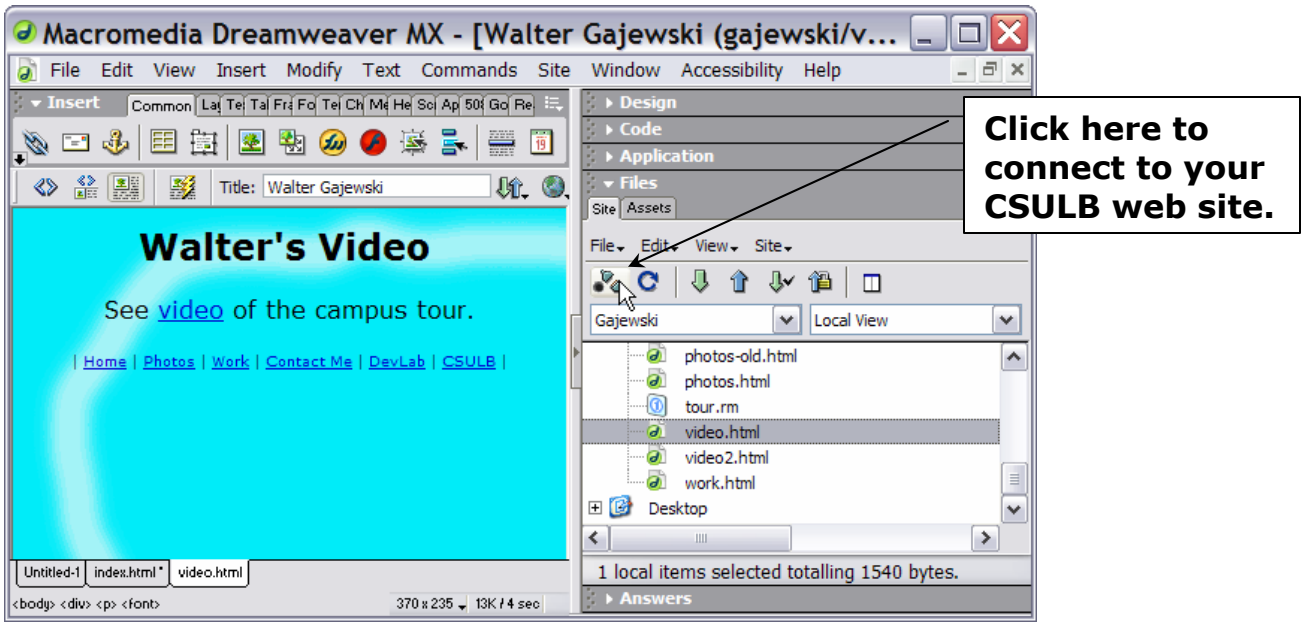


Figure 21

From the list of files [fig 22] select the html file you just edited and then click on the up pointing **Put file(s)** arrow [fig 22].

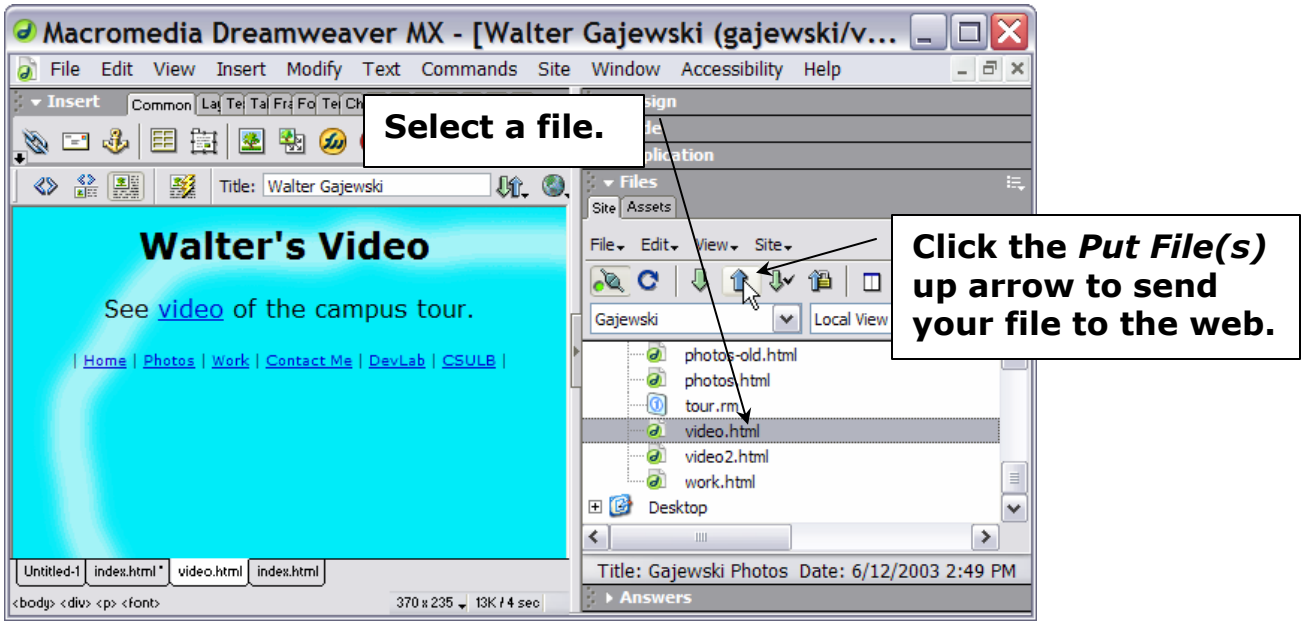


Figure 22

You will be asked **Include dependent files?** Answer yes.

Select the **RealNetworks** (*.rm) file.

Click on the up pointing **Put file(s)** arrow [fig 22].

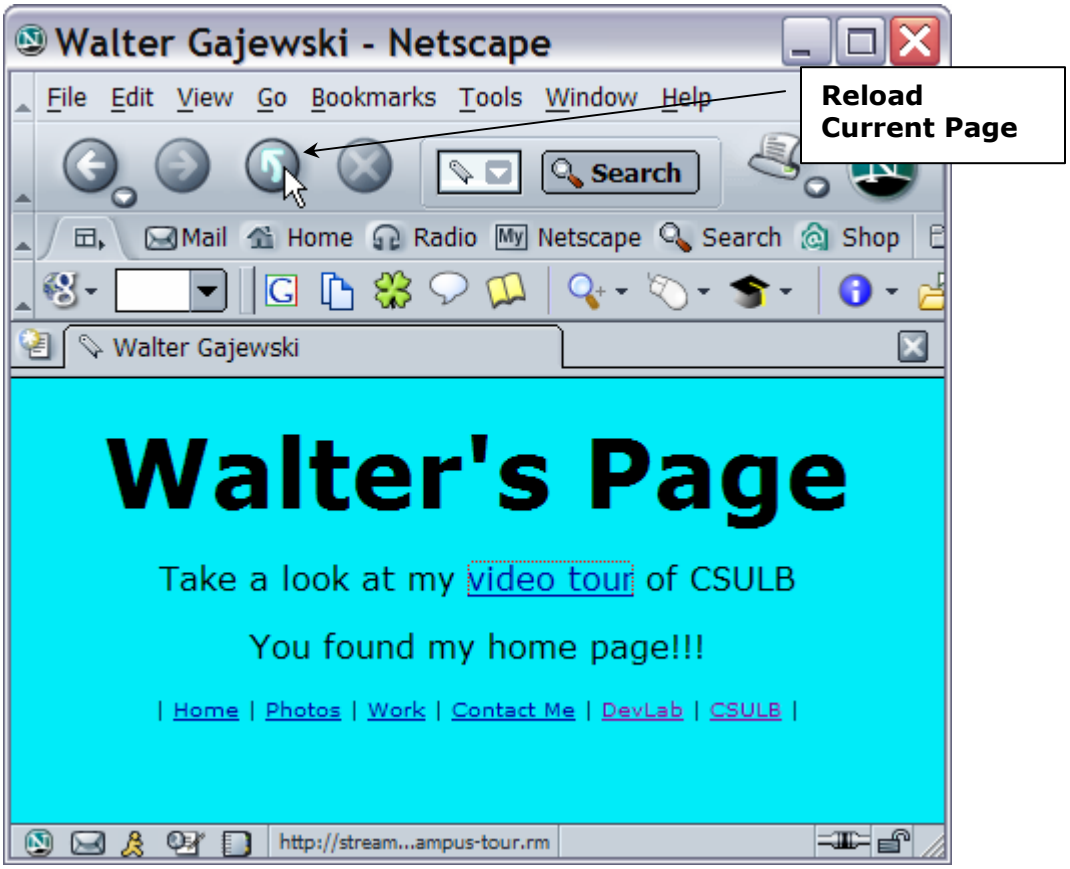
You can now quit out of **Dreamweaver**. Your web page with the new video link should be out on the CSULB web system for viewing.

If you try to view this page with **Netscape** you may find that your old page is still stored in the browser's cache memory.

You can remove the old version of your web page from cache:

Edit ➔ Preferences . . .
Double click on **Advanced**
Select **Cache ➔ Clear Cache**
Click **OK**

Click on the **Reload Current Page** button [fig 25] to force **Netscape** to get the newly edited version of your web page off the CSULB web server.


Walter Gajewski - Netscape
File Edit View Go Bookmarks Tools Window Help
Search
Mail Home Radio Netscape Search Shop
Walter Gajewski
Reload Current Page
Walter's Page
Take a look at my video tour of CSULB
You found my home page!!!
| Home | Photos | Work | Contact Me | DevLab | CSULB |
http://stream...ampus-tour.rm
Figure 25

The **RealOne player** has to be installed on your computer to make this work.

The free version of the latest **RealOne player** is available for downloading at:
http://www.real.com/freeplayer/?rppr=rnresources

Capture Video off Your Camcorder

To capture video off your digital videotape, you must have your digital video camera (or digital video tape deck) connected to your computer's Firewire (IEEE 1394) port.

From the main Vegas menu at the top of the screen select

File ➔ Capture Video.

You may get an error message that complains about file type. Ignore that message.

In the dialog box that opens up, you can enter a name for your tape.

Select "Don't Capture any Clips Right Now" and then click on **OK**.

You will now have the Video Capture window available. [fig. 26]

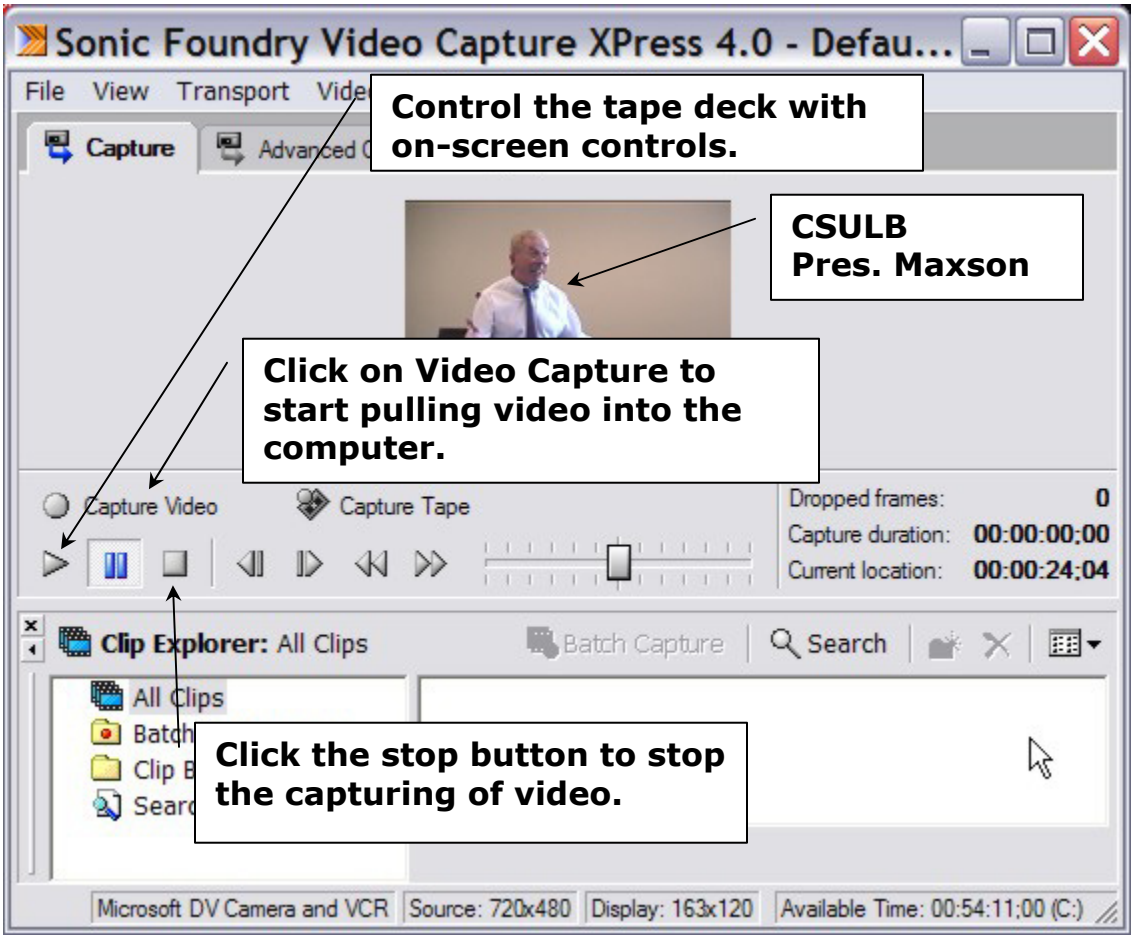


Figure 26

- Use the on-screen controls to move the tape to the section you're interested in capturing. [fig. 26]
- Click on the **Capture Video** button to start the capture process.
- End the capture process by clicking the on-screen **Stop** button. [fig. 26]

The **Capture Complete** dialog box will appear. [fig. 27]
Click on the **Done** button and the captured clips will appear in the media pool [fig. 1] of your Vegas project.

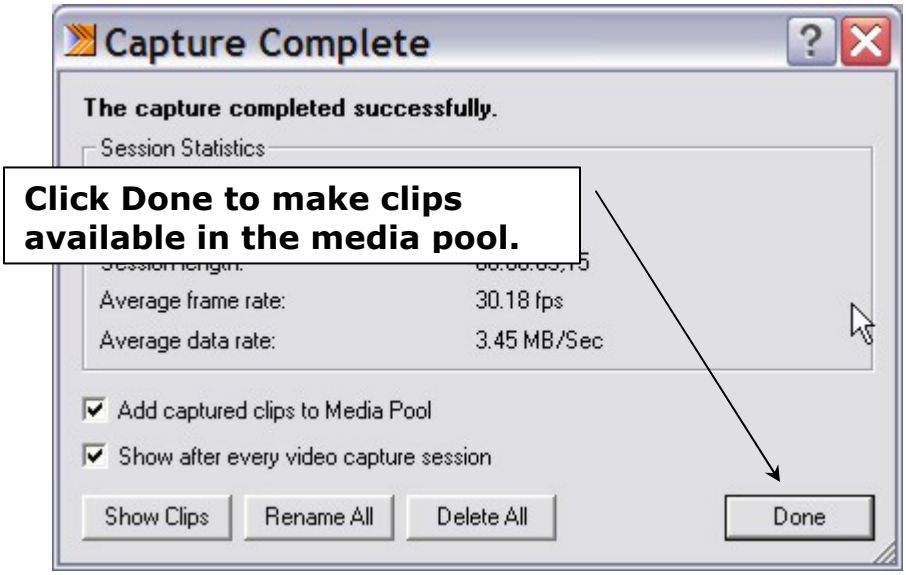


Figure 27

-

Creating an Audio CD

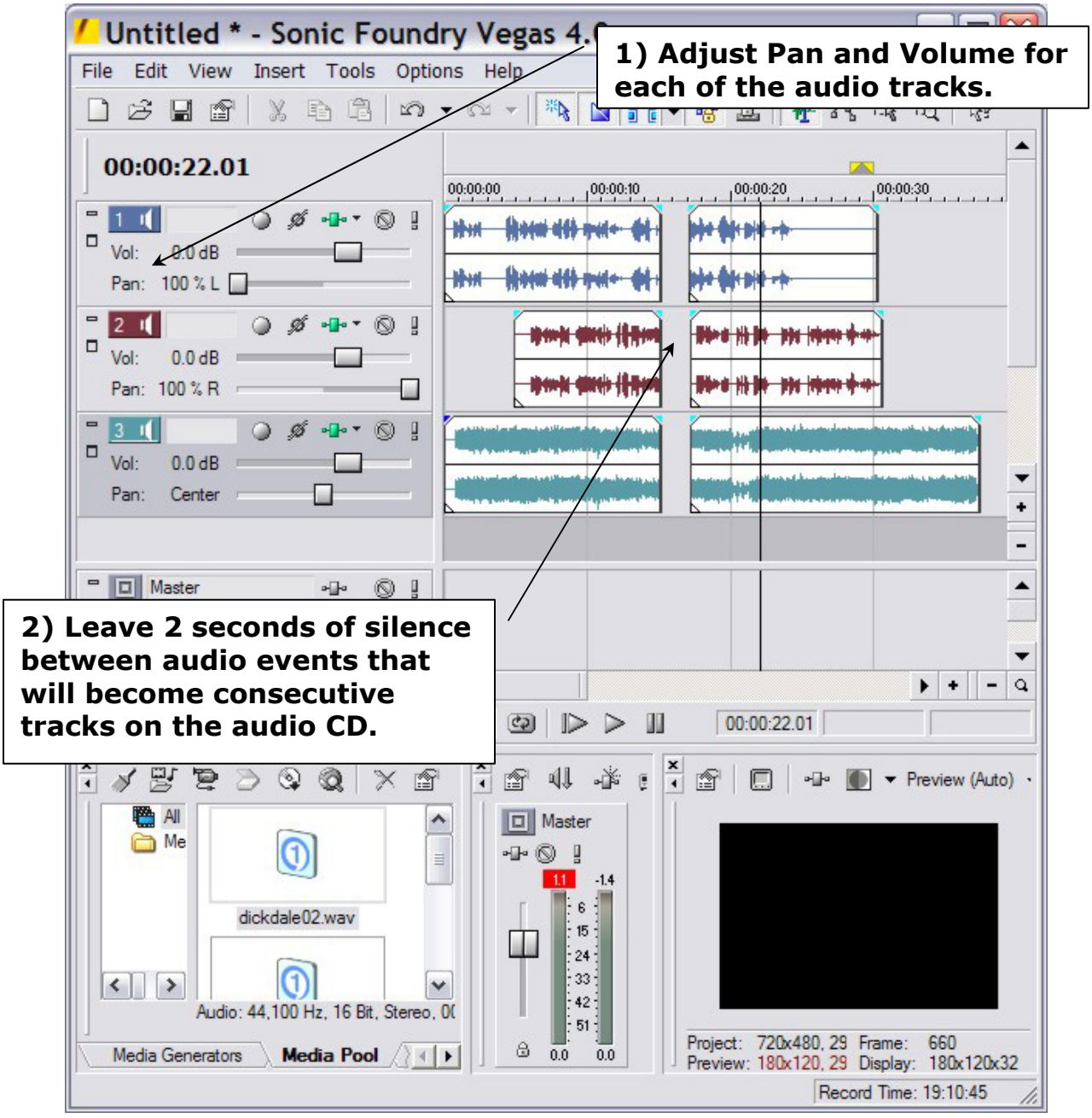

1) Adjust Pan and Volume for each of the audio tracks.
2) Leave 2 seconds of silence between audio events that will become consecutive tracks on the audio CD.
Untitled * - Sonic Foundry Vegas 4.
File Edit View Insert Tools Options Help
00:00:22.01
Vol: 0.0 dB
Pan: 100 % L
Vol: 0.0 dB
Pan: 100 % R
Vol: 0.0 dB
Pan: Center
Master
dickdale02.wav
Audio: 44,100 Hz, 16 Bit, Stereo, 0(
Media Generators
Media Pool
Preview (Auto)
Project: 720x480, 29 Frame: 660
Preview: 180x120, 29 Display: 180x120x32
Record Time: 19:10:45

Figure 28

You can use Vegas to create a standard audio CD by combining several audio tracks. You can place audio events on any number of Vegas audio tracks. [fig. 28]

Adjust the tracks with the final audio CD in mind:

1. Adjust the volume, and panning of each of the tracks. [fig. 28]
2. There should be a gap of 2 seconds of silence between the events that will eventually be listed as consecutive tracks on the audio CD. [fig. 28]

Once you have the tracks laid out, go to the top of the main Vegas screen and select **Tools ➔ Lay out Audio CD from Events**. [fig. 29]

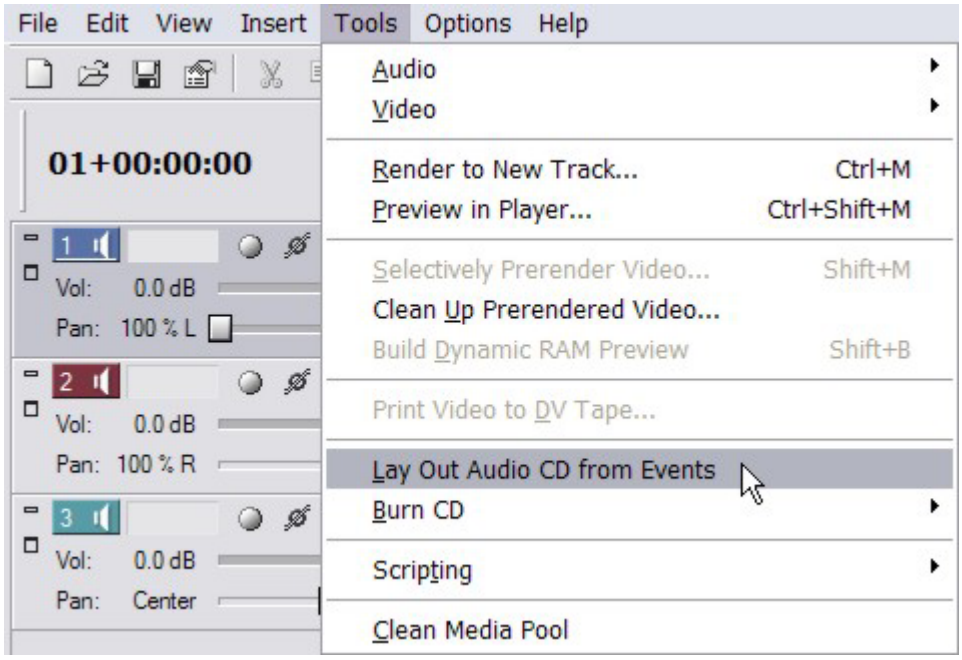


Figure 29

The Vegas screen now indicates Audio CD track information. [fig. 30]

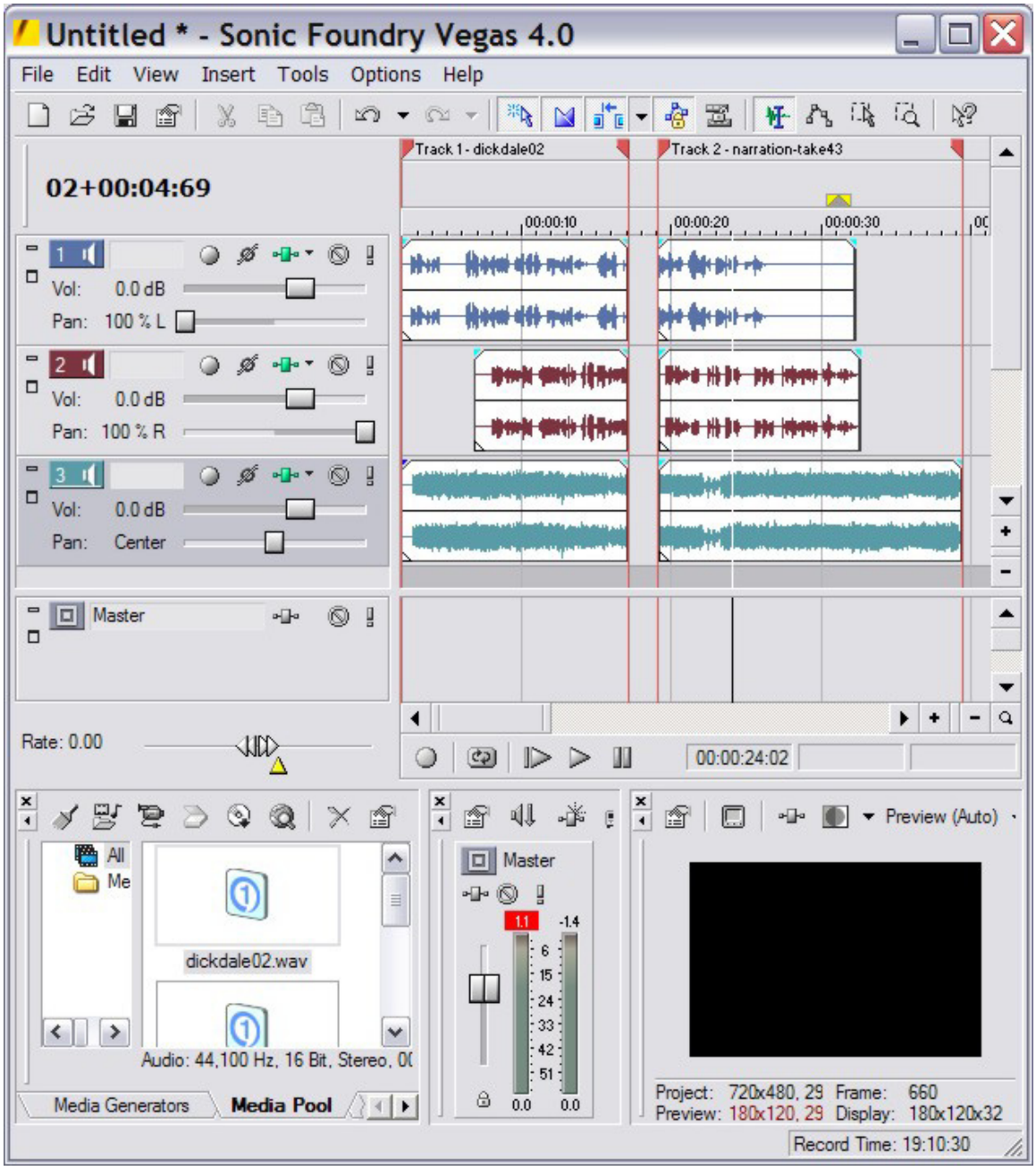


Figure 30

Once again, go to the top menu of the main Vegas screen and select **Tools ➔ Burn CD ➔ Disc-at-Once Audio CD . . .**

The “Burn Disc-at-Once Audio CD” dialog box opens. [fig. 31]

Place a blank CD in your CD writer drive and then click **OK**. [fig. 31]

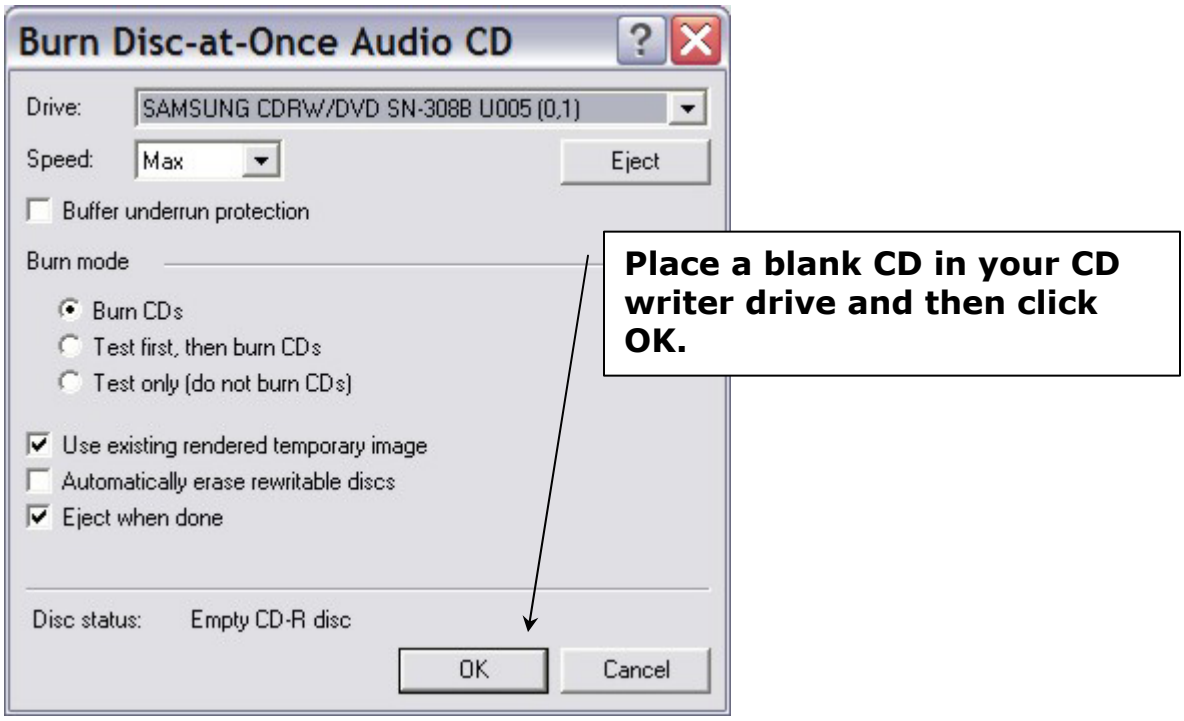


Figure 31

Vegas will now create a standard (red book) audio CD.

Place Video in a PowerPoint Presentation

1) Capture your digital video with the Vegas video editing software running on a PC. Vegas is available on the PC's in the ACS Development Lab located in the CSULB North Campus Center.

2) From the File menu select Render As . . .

3) For Save as type select Windows Media Video V8 (*.wmv) from the drop down list of file types. OR you can experiment with the Windows Media Video V9 (*.wmv).

4) For Template select 512 Kbps Video (experiment with higher settings) from the drop down list of templates.

5) After the file is created and saved you can exit out of Vegas.

6) While editing your PowerPoint presentation, select Insert —> Movies and Sounds —> Movie from File . . .

7) Navigate to the new .wmv file to insert it into a PowerPoint slide.